



"Elemental"
1034-242
Final Board

Date 11/19/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 11/19/15
- ☒ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Kent

Animation Studio
RDK

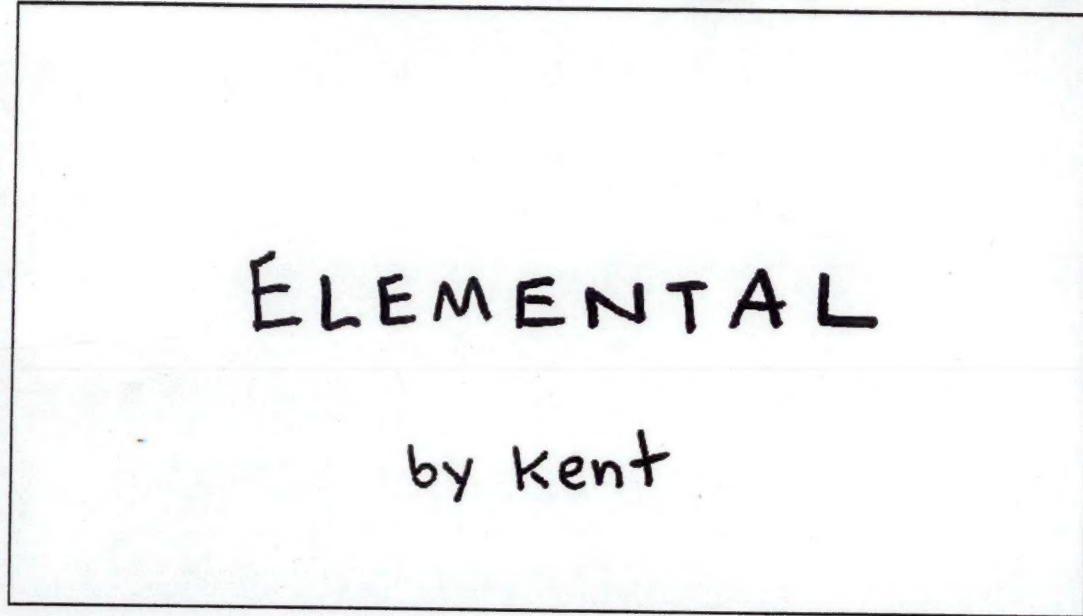
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ADVENTURE TIME

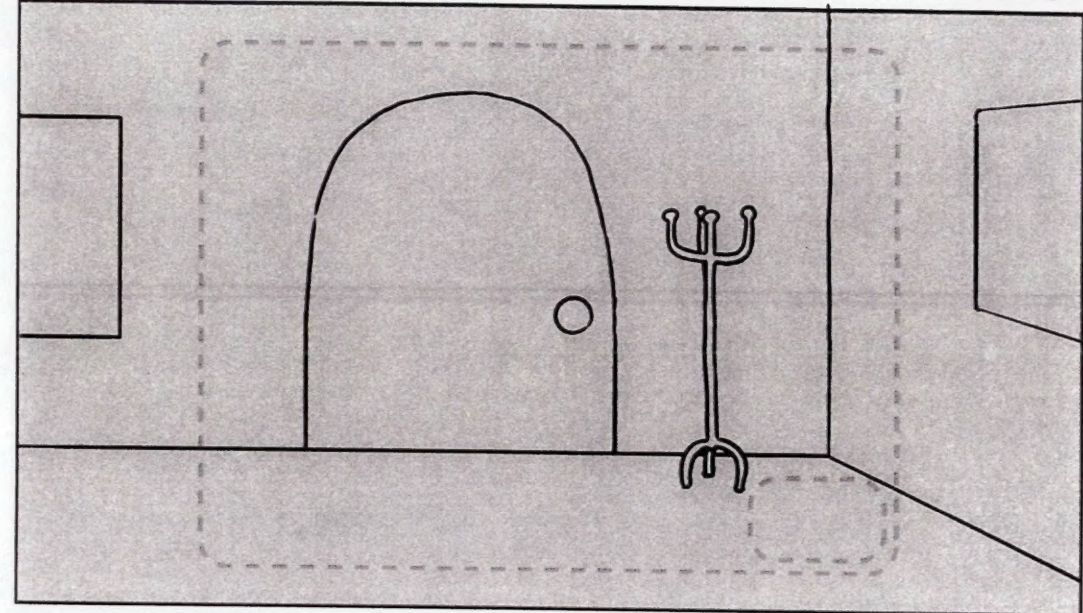


Page 1

Sc. Pnl. Bg. day night



Sc. Pnl. A Bg. day night



Dialog:
Action:
Timing:

(STARCHY'S PLACE)

DEC 11 2 2015

EPISODE # 1034-242

Production :

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1034/242

1034/242

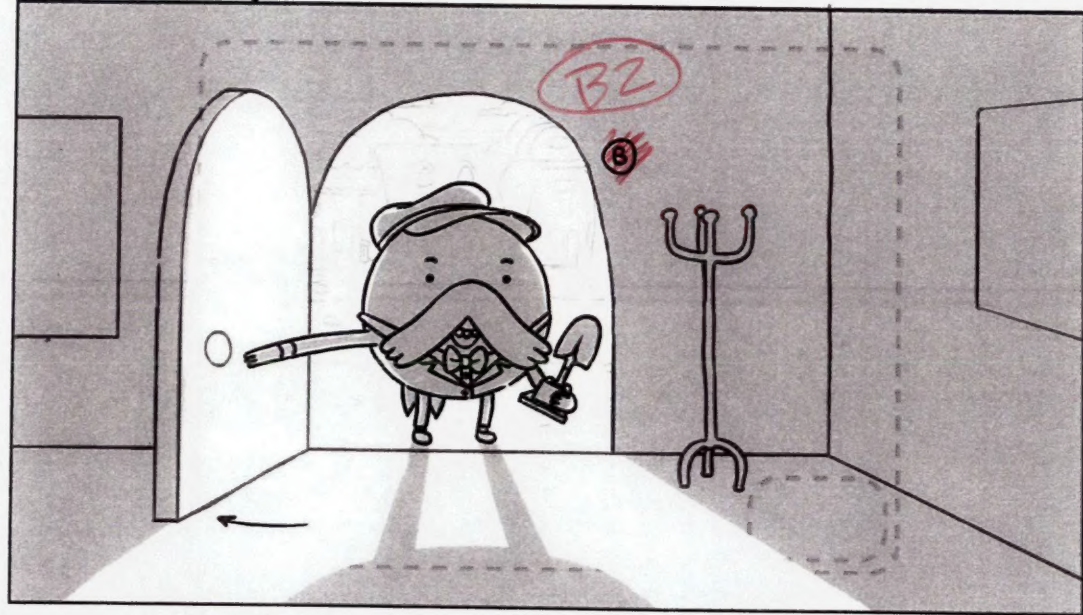
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ADVENTURE TIME

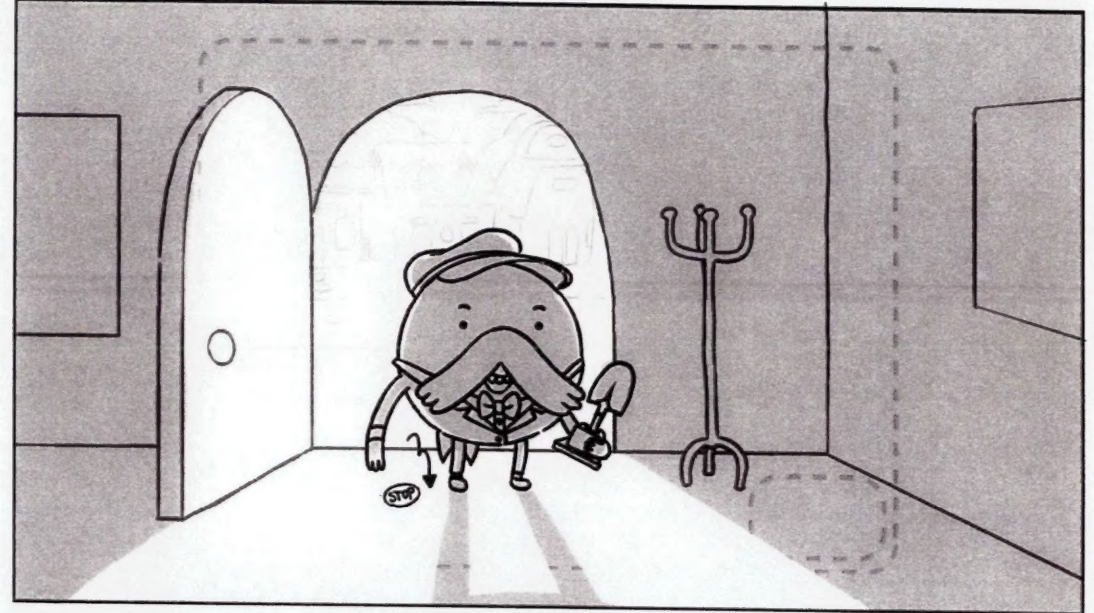


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Sc. 1 CONT Pnl. B Bg. day night



Sc. 1 CONT Pnl. C Bg. day night

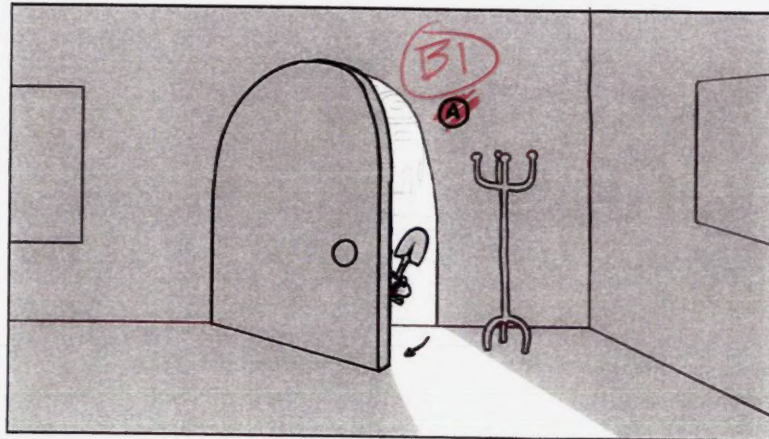


Dialog: S HONEY, I'M HOME!

S OOPS I FORGOT I LIVED ALONE

Action:

Timing:



- S. ENTERS ROOM

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1034-242

EPISODE #

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Production :

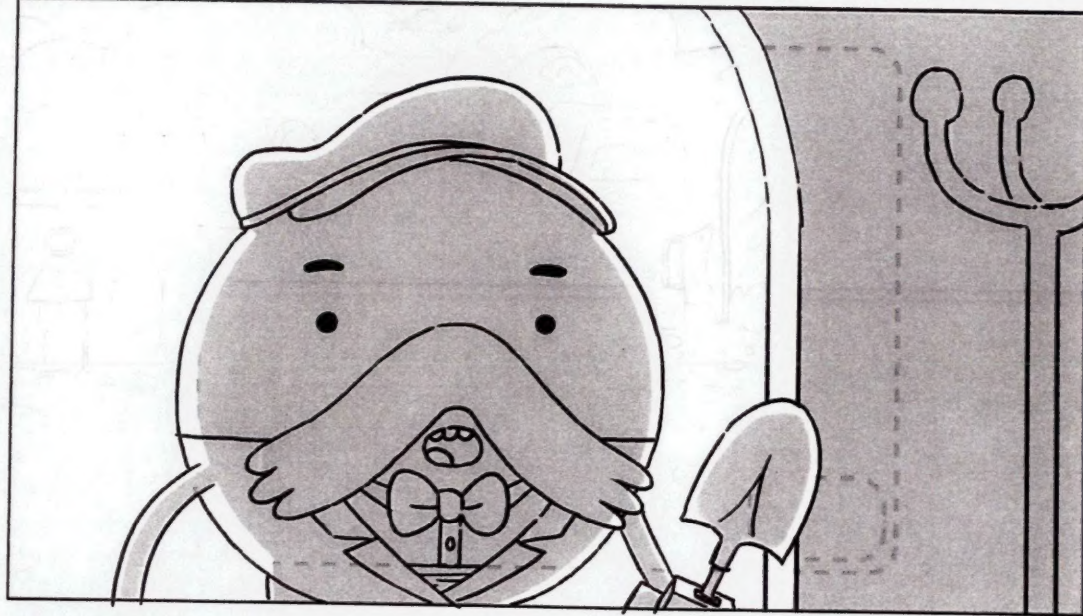
1034/242

ADVENTURE TIME

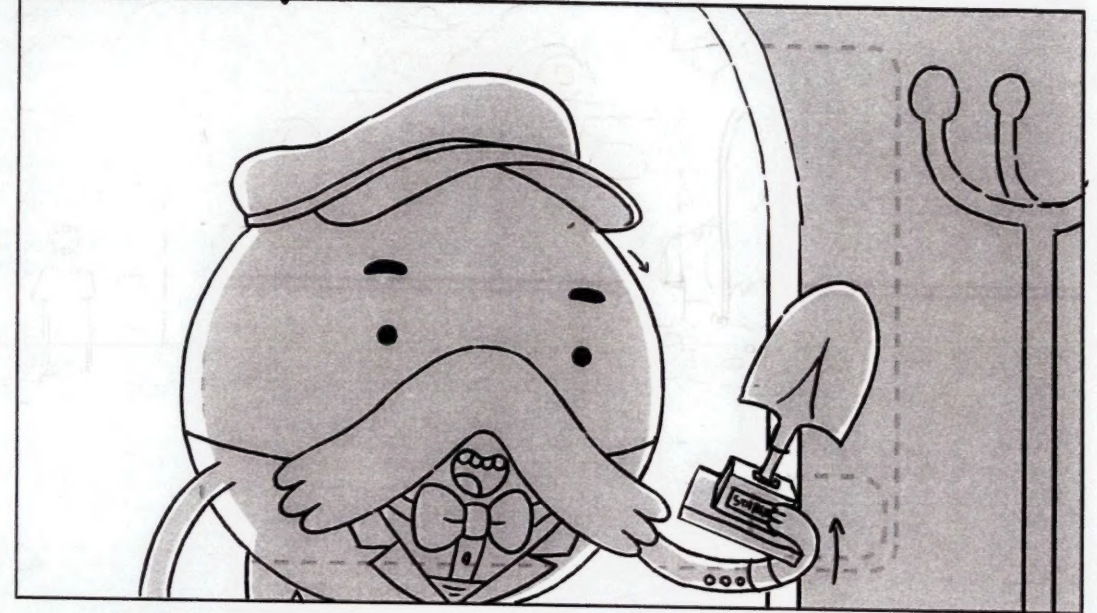


Page 3

Sc. 2 Pnl. A Bg. day night



Sc. 2 CONT Pnl. B Bg. day night



Dialog:

⑤ WELL NO BOTHER ...

⑤ I WON THE GOLDEN SHOVEL award.

Action:

- S. HOLDS UP AWARD.

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Timing:

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Production :

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ADVENTURE TIME



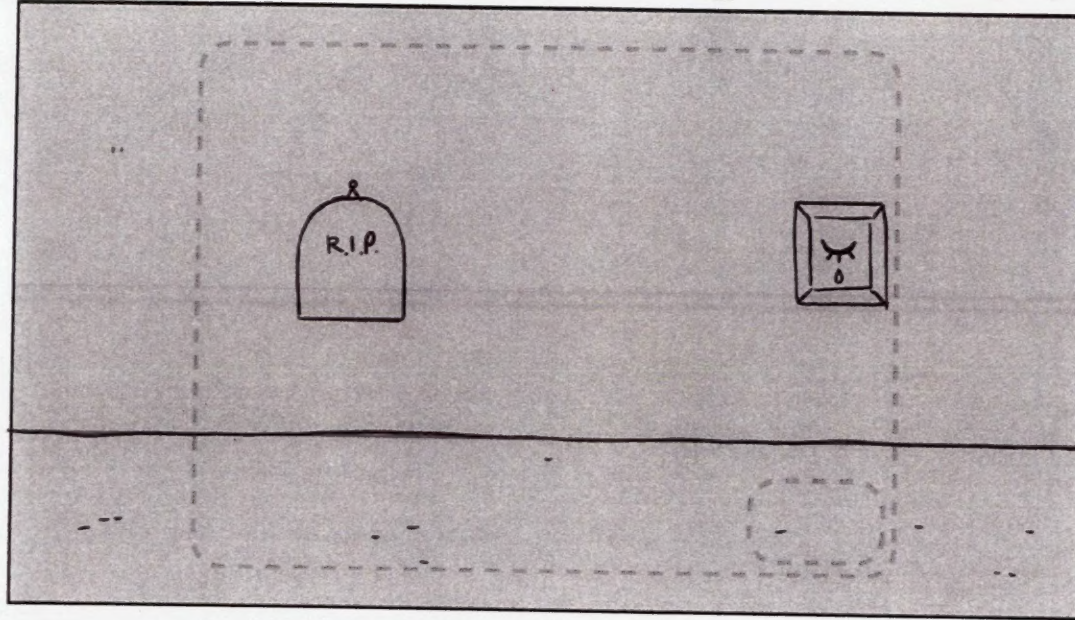
Page 4

Sc. 3

Pnl. A

Bg.

day night

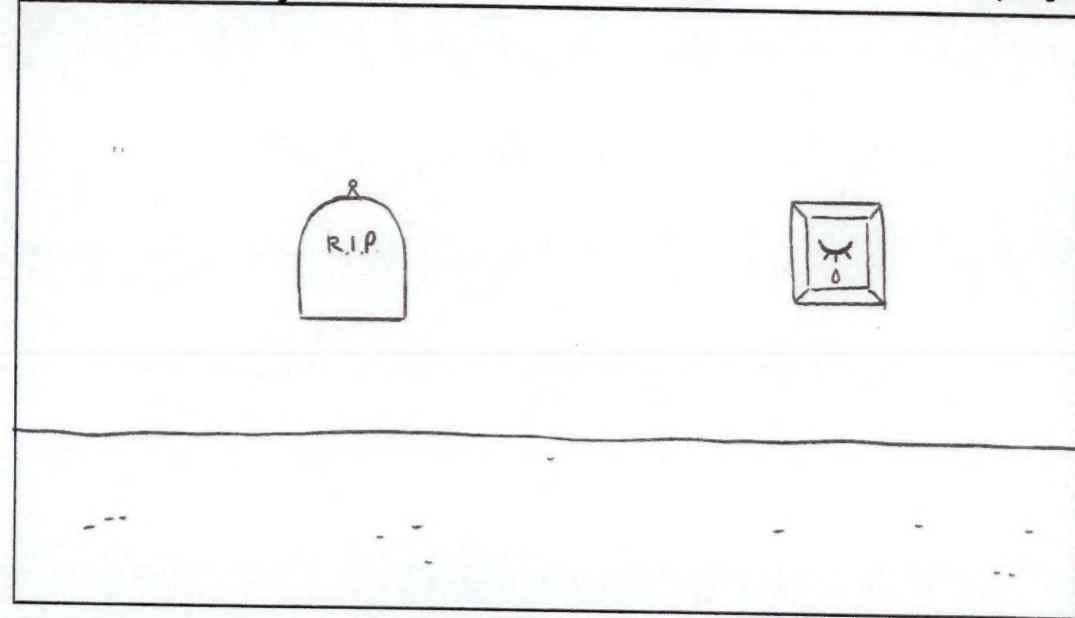


Sc. 3 cont

Pnl. B

Bg.

day night



Dialog:

(SFX) = CLICK

Action:

- LIGHTS TURN ON

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Timing:

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Production :

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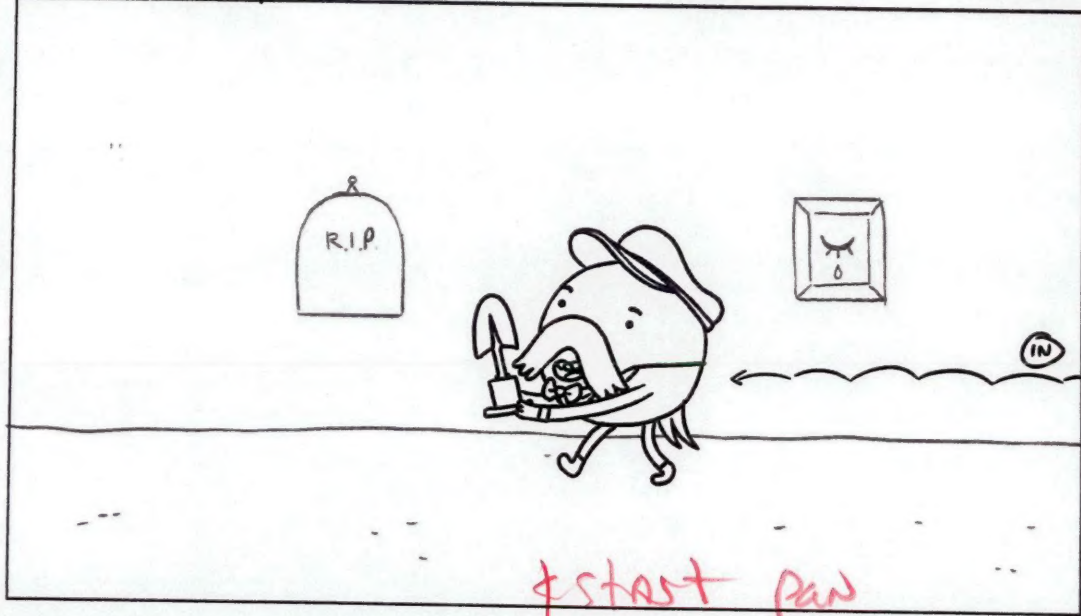
1034/242

ADVENTURE TIME

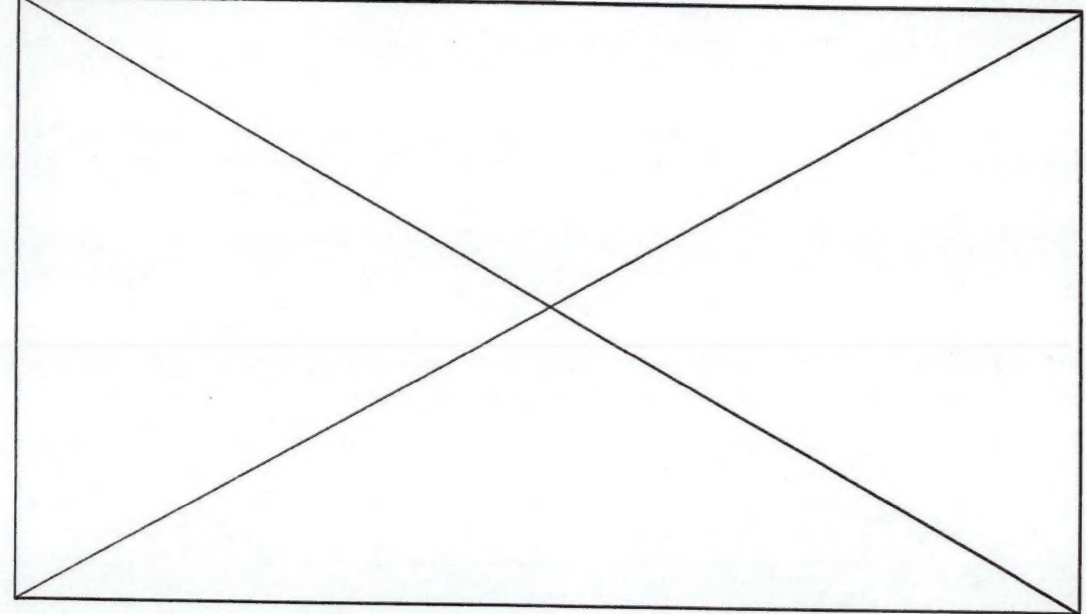


Page 5

Sc. 3 cont Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog: (S) CANDY KINGDOM'S PREMIERE AWARD ---

Action:

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Timing:

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Production :

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ADVENTURE TIME



Page 6
day night

Sc. 3 cont Pnl. D Bg. day night Sc. Pnl. Bg.



Dialog: (S) FOR GRAVE-DIGGING EXCELLENCE.

Action:

Timing:

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Production :

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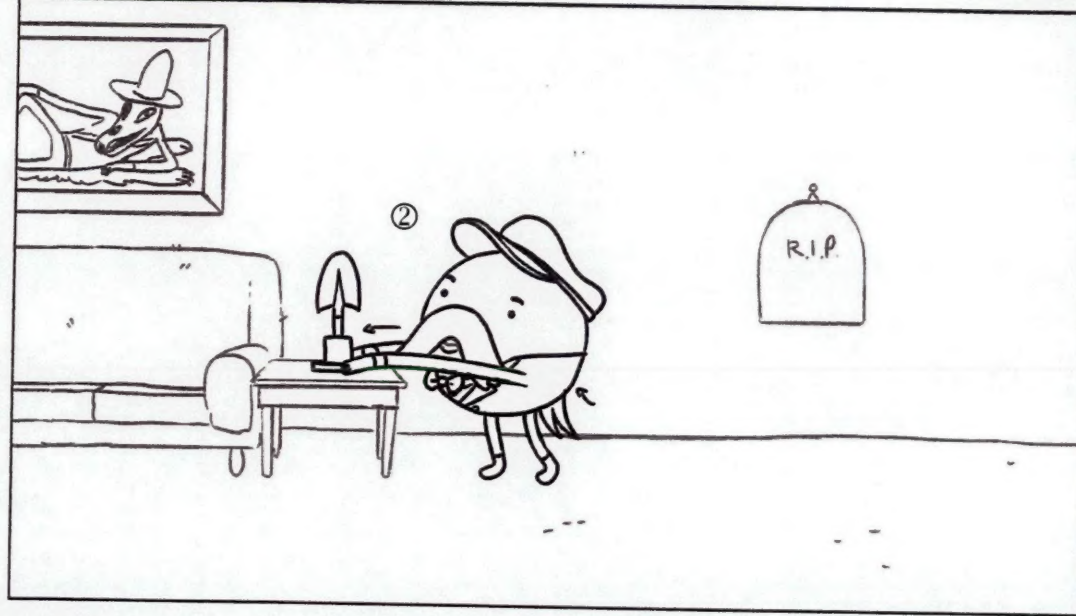
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ADVENTURE TIME

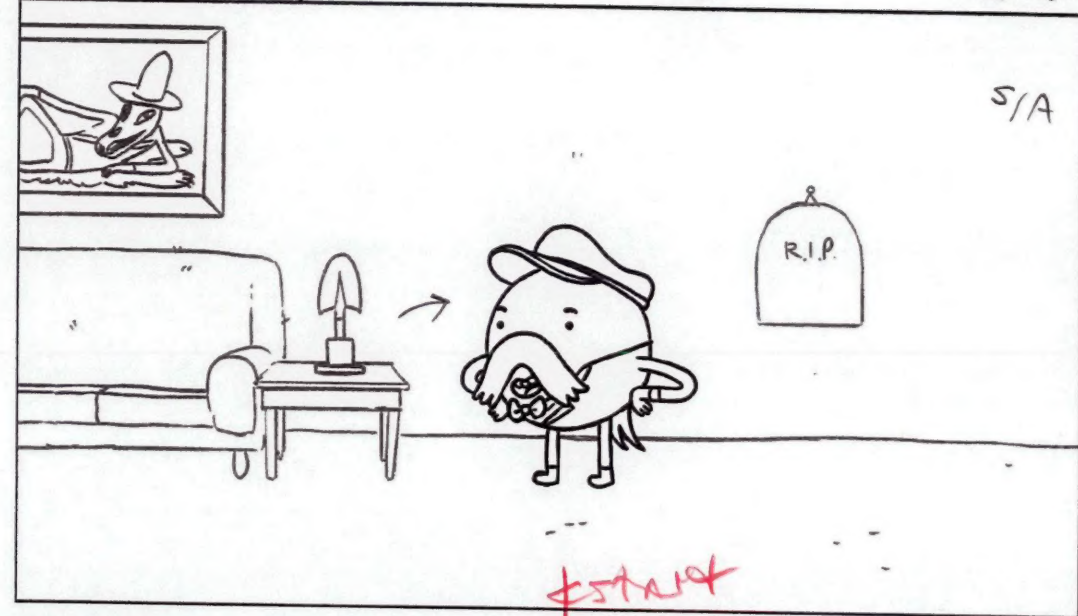


Page 7

Sc. 3 CONT Pnl. E Bg. day night



Sc. 3 CONT Pnl. F Bg. day night



Dialog:

(S) THERE!

(S) HEHEH,

Action:

- S. SETS DOWN TROPHY ON TABLE

Timing:



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Production :

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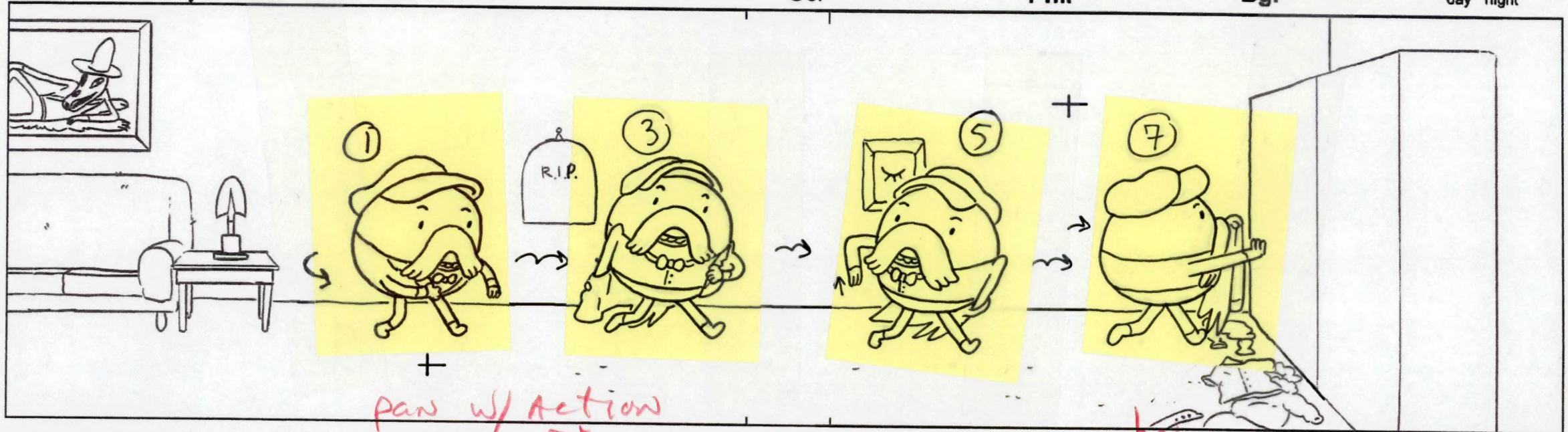
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ADVENTURE TIME



Page 8

Sc. 3 CONT Pnl. G Bg. day night Sc. Pnl. Bg. day night



Dialog: ①② ③ NOW TO HANG UP MY TUXEDO -- ③④ ... SO IT DOESN'T WRINKLE

Action: - S. WALKS OVER TO CLOSET WHILE TAKING OFF JACKET
- PAN W/ STARCHY

Timing:

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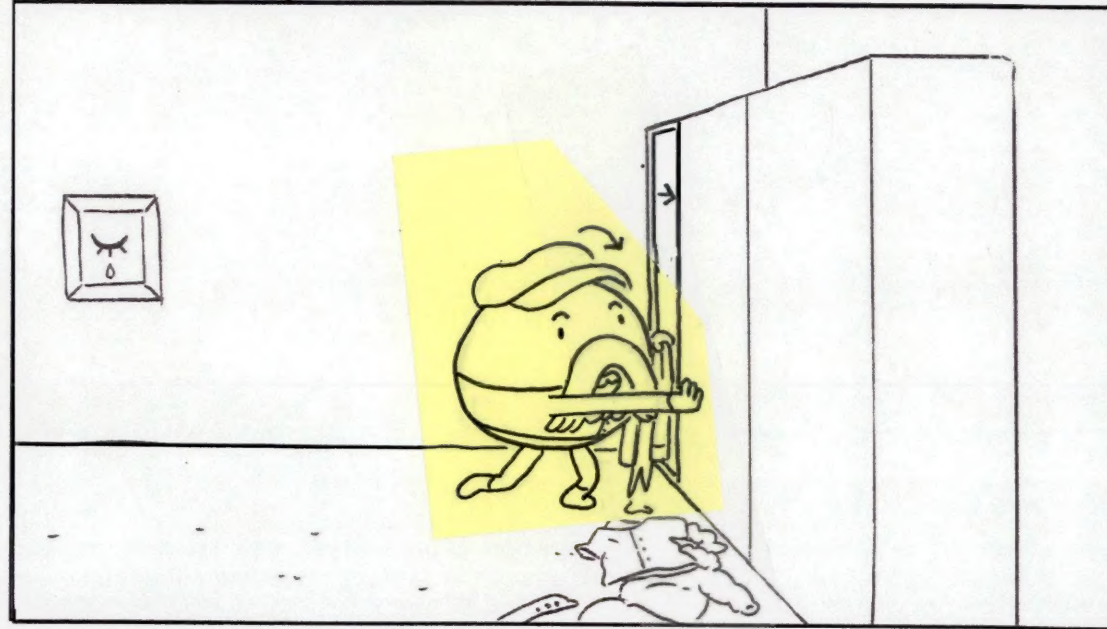
Production :

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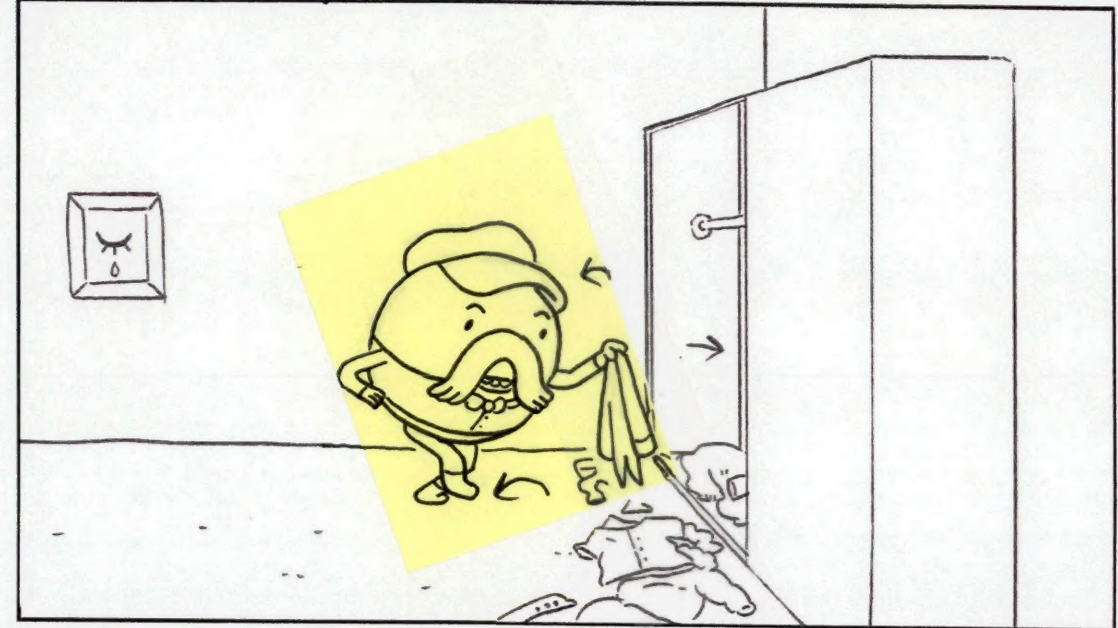
ADVENTURE TIME



Sc. 3 CONT Pnl. H Bq. day night



Sc. 3 CONT Pnl. F Bq. day night



Dialog:

Action:

- S. OPENS CLOSET

Timing:

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Production :

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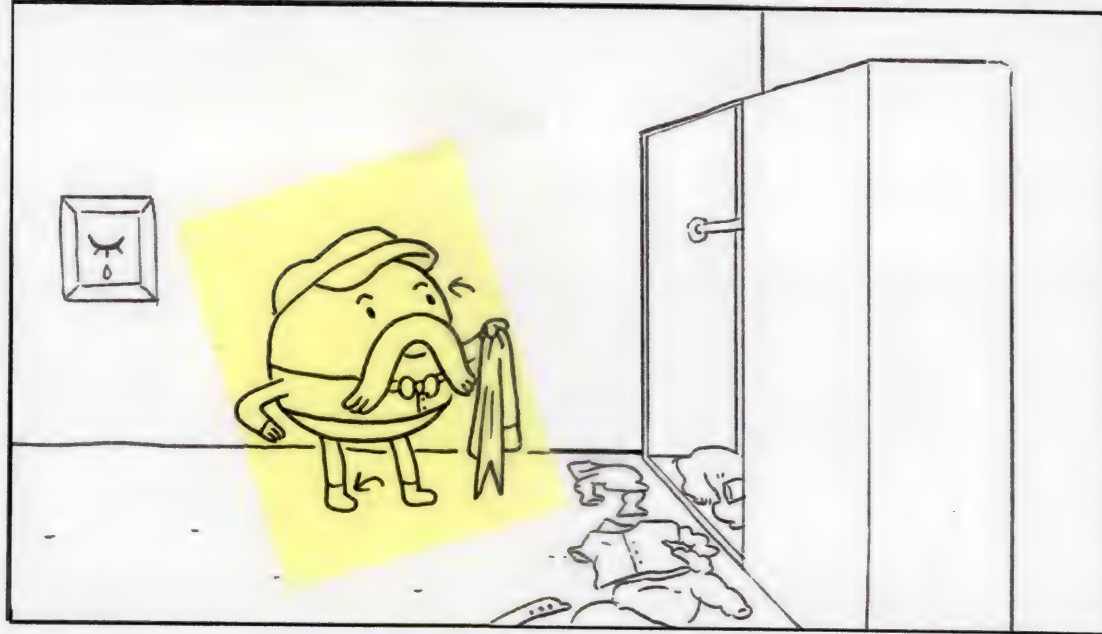
Page 9
4A NEST
day night

1034/242

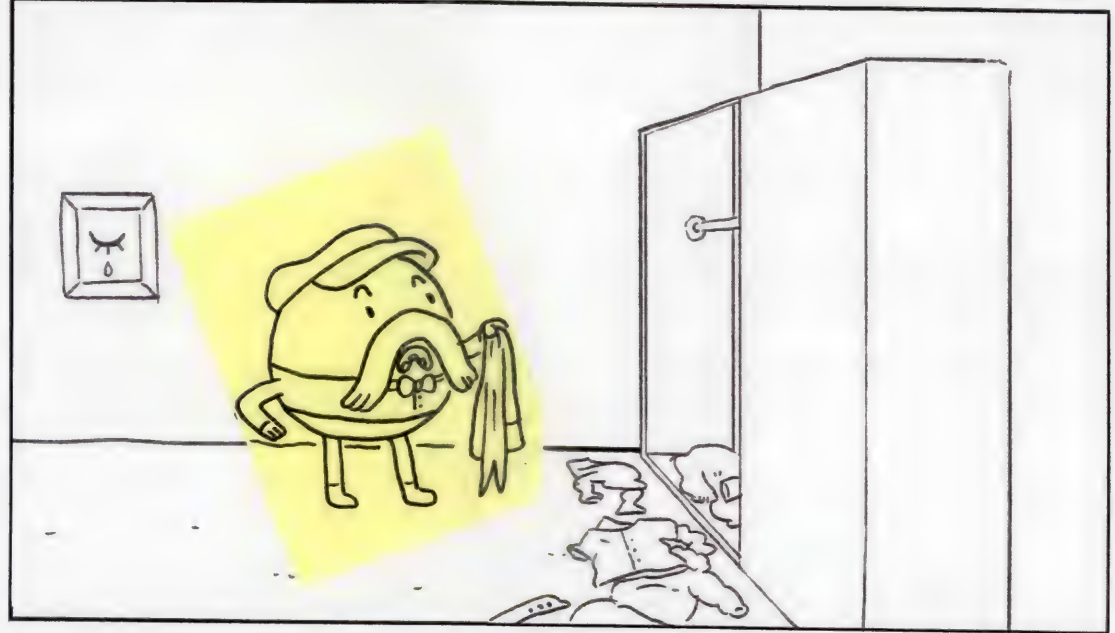
ADVENTURE TIME



Sc. 3 CONT Pnl. J Bg. day night



Sc. - 3 CONT Pnl. K Bg. day night



Dialog:

Ⓢ [GASP!]

Action:

Timing:

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Production :

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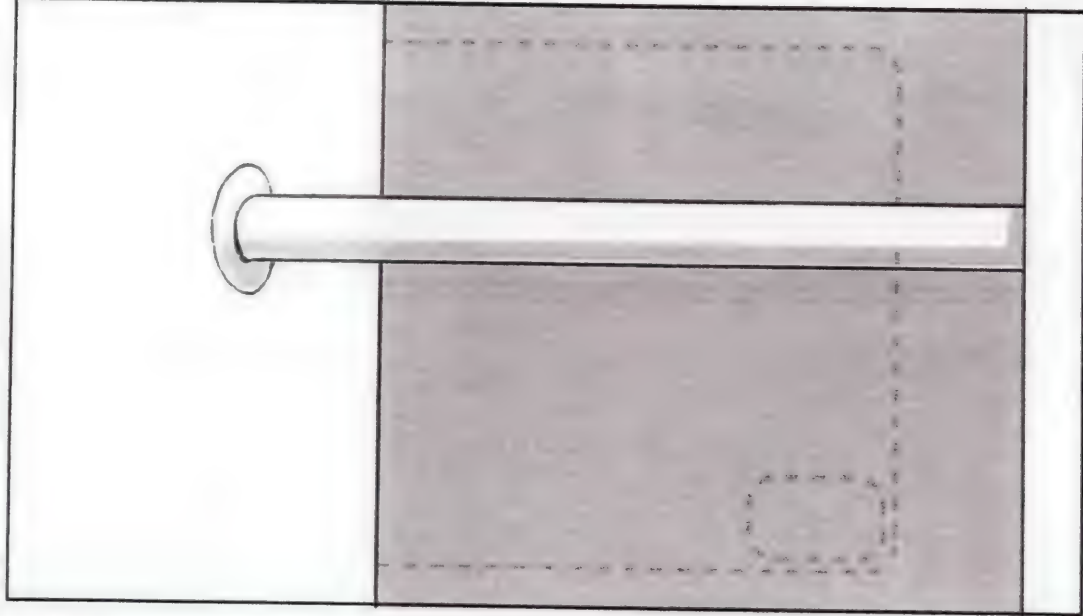
ADVENTURE TIME



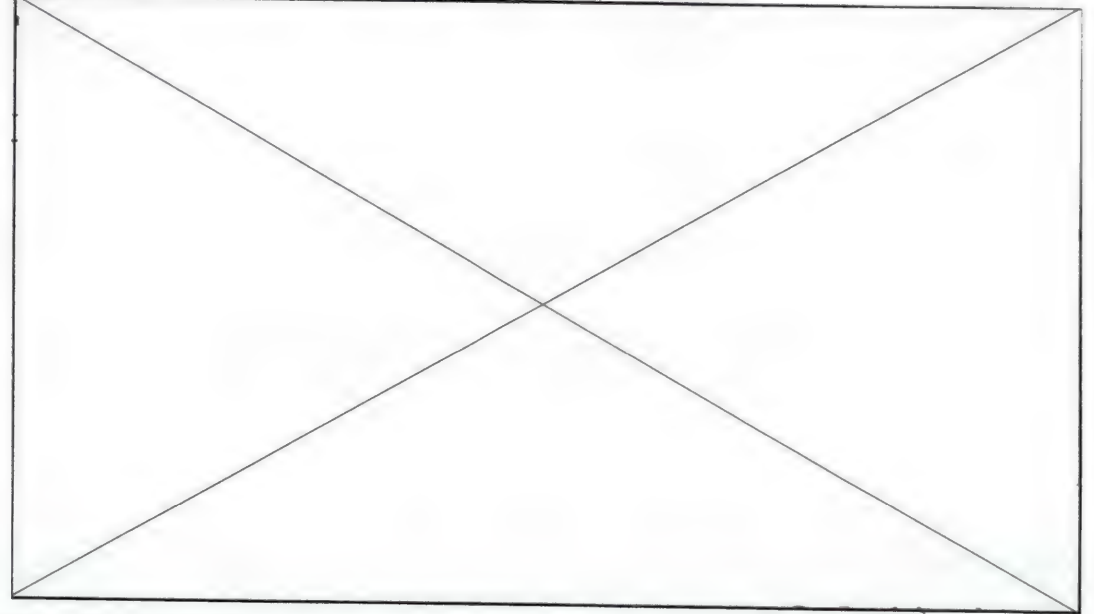
NO SC 5

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Sc. 4 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX: STING!

Action:

Timing:

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Production :

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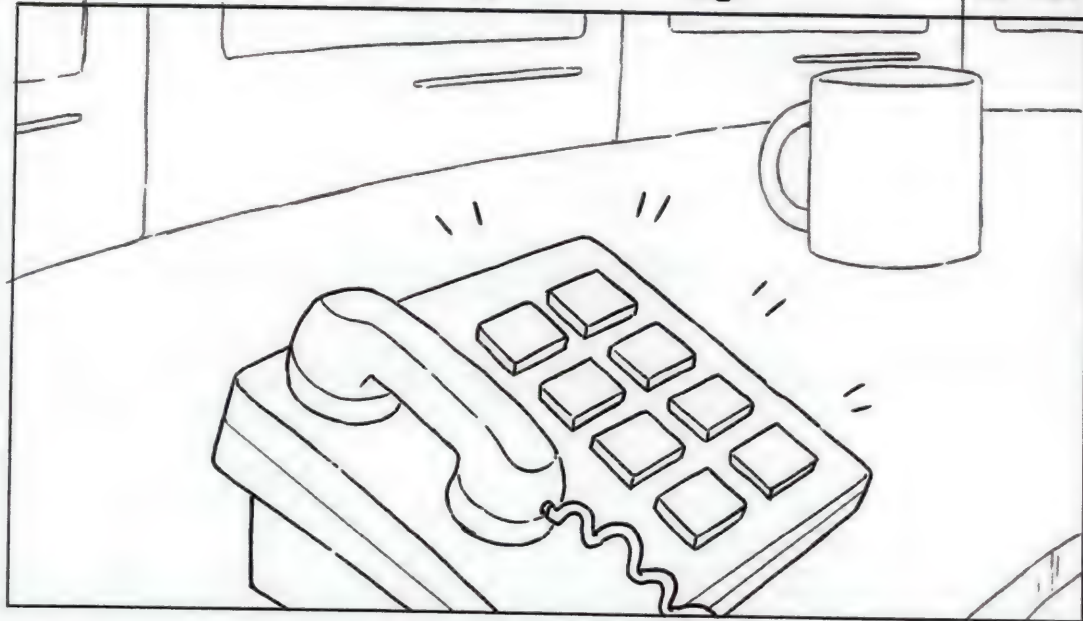
1034/242

ADVENTURE TIME

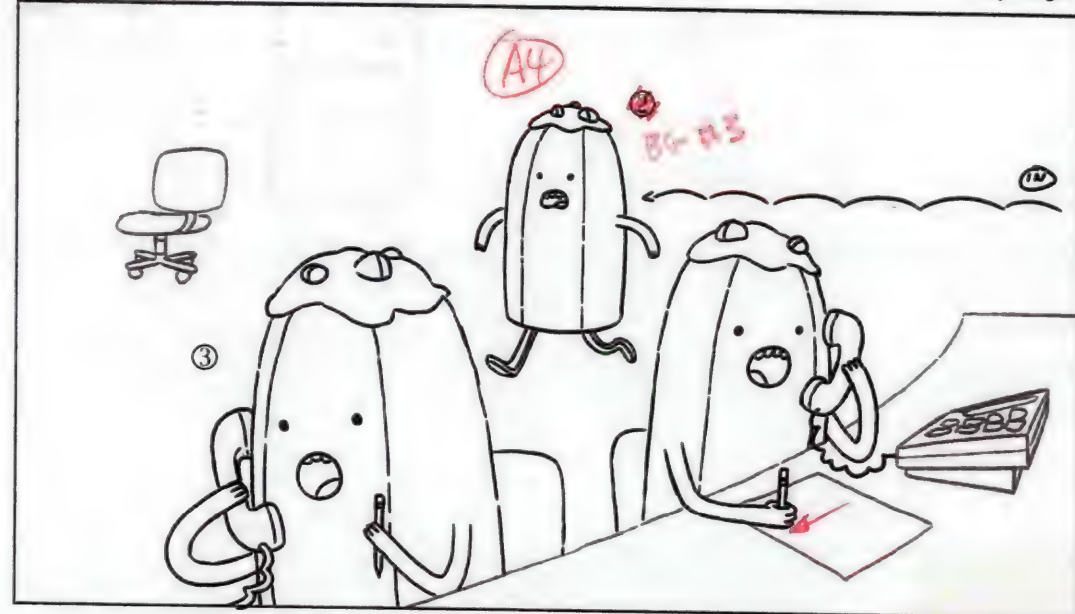


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Sc. 6 Pnl. A Bg. day night



Sc. 7 Pnl. A Bg. day night

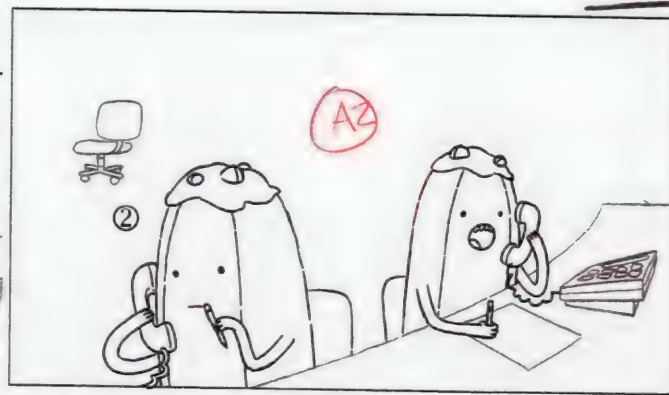
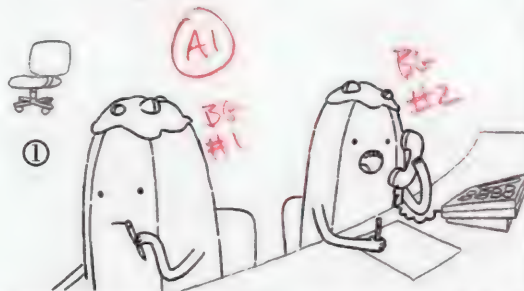


Dialog:

SFX/ RING! RING!
RING! RING!

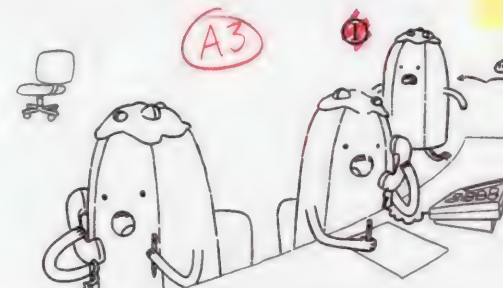
Action:

Timing:



BG #2 : YOU'RE MISSING HANGERS, TOO?
HAVE YOU CONSIDERED FOLDING?
BG #1 : "WELL, I DON'T really uh, use hangers"

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ADVENTURE TIME



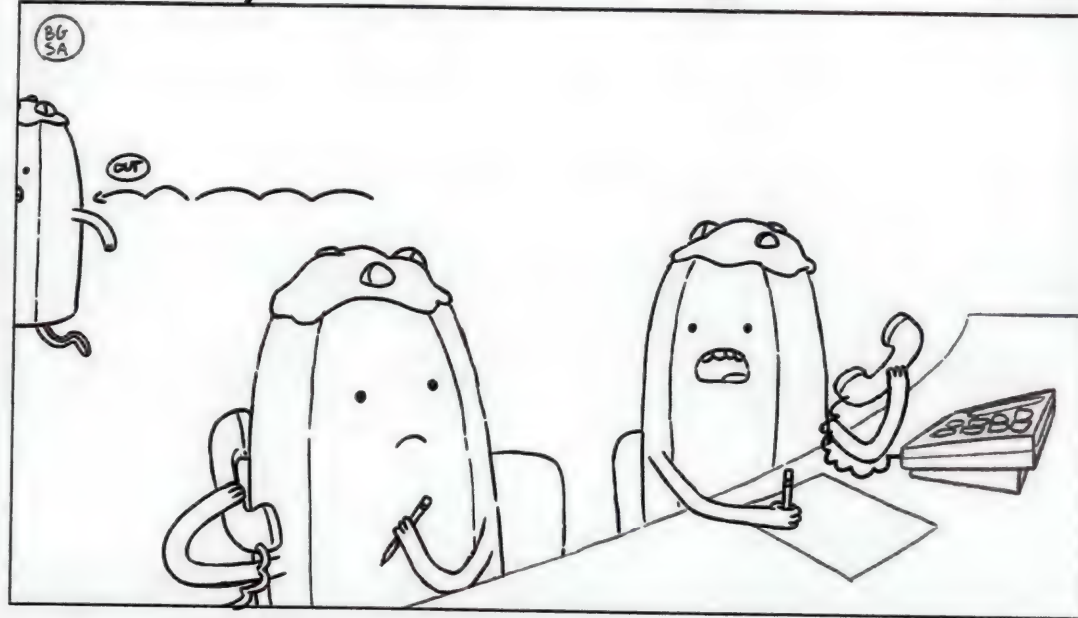
Page 12

Sc. 7 CONT

Pnl. B

Bg.

day night

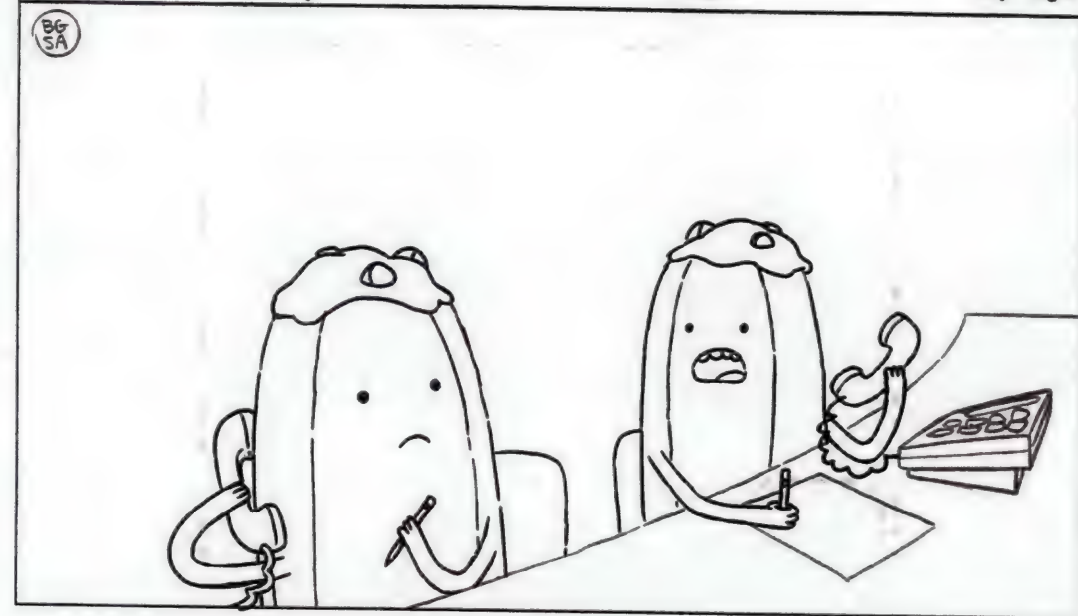


Sc. 7 CONT

Pnl. C

Bg.

day night



Dialog:

BG#2 WE BETTER CALL PRINCESS BUBBLEGUM...

<FREEZE FRAME>

<VIDEO FOOTAGE>

Action:

DEC 02 2015

Timing:

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Production :

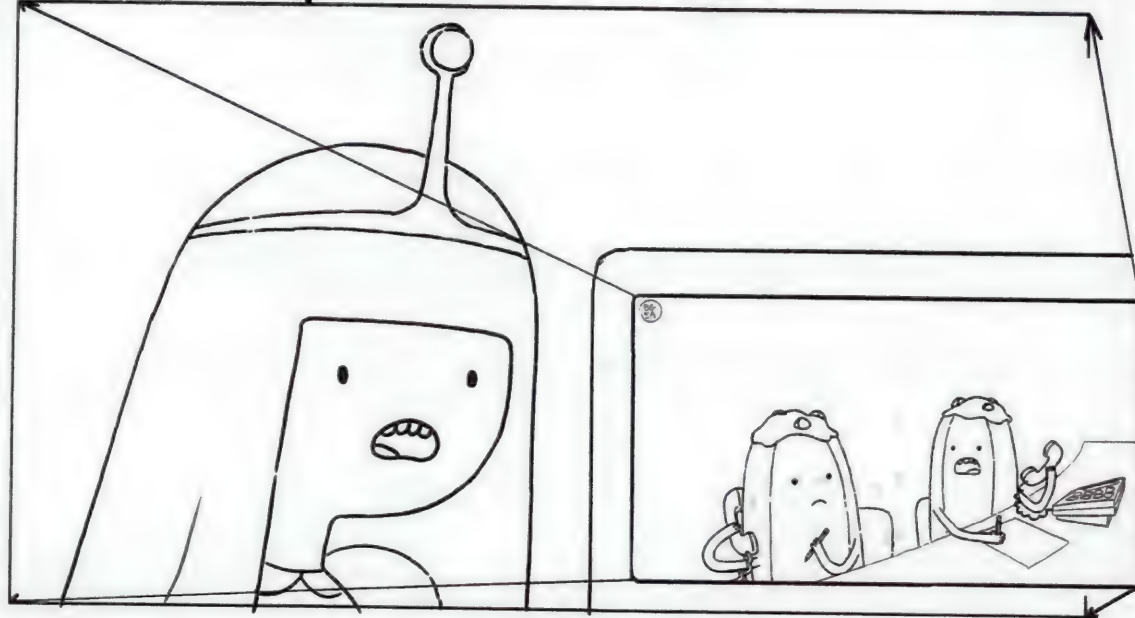
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ADVENTURE TIME

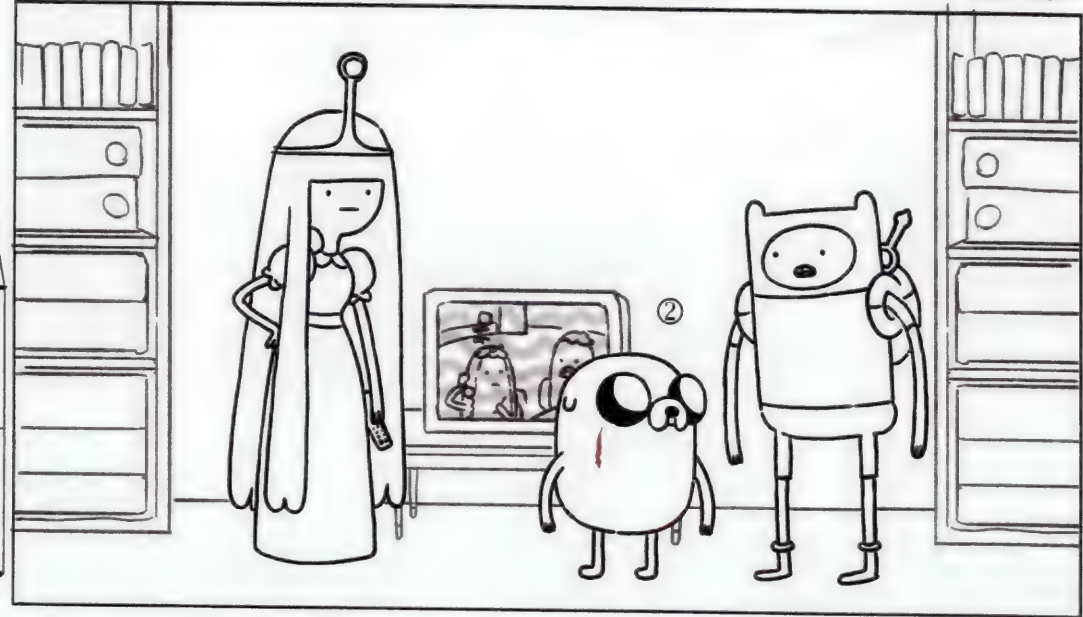


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Sc. 7 CONT Pnl. D Bg. day night



Sc. 8 Pnl. A Bg. day night



Dialog:

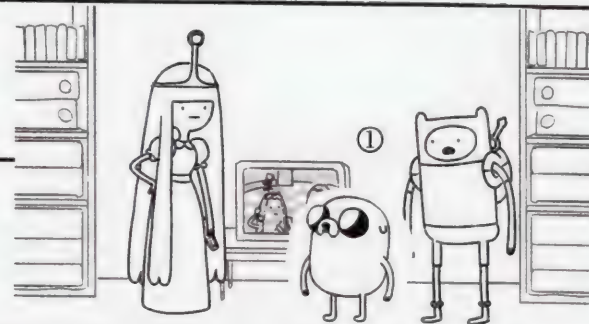
Ⓟ AND THEN I CALLED YOU GUYS...

ⓕ ...TO ... FIND ALL THE WIRE HANGERS?

Action:

— CAMERA TRUCKS OUT FROM SCREEN

Timing:



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Production :

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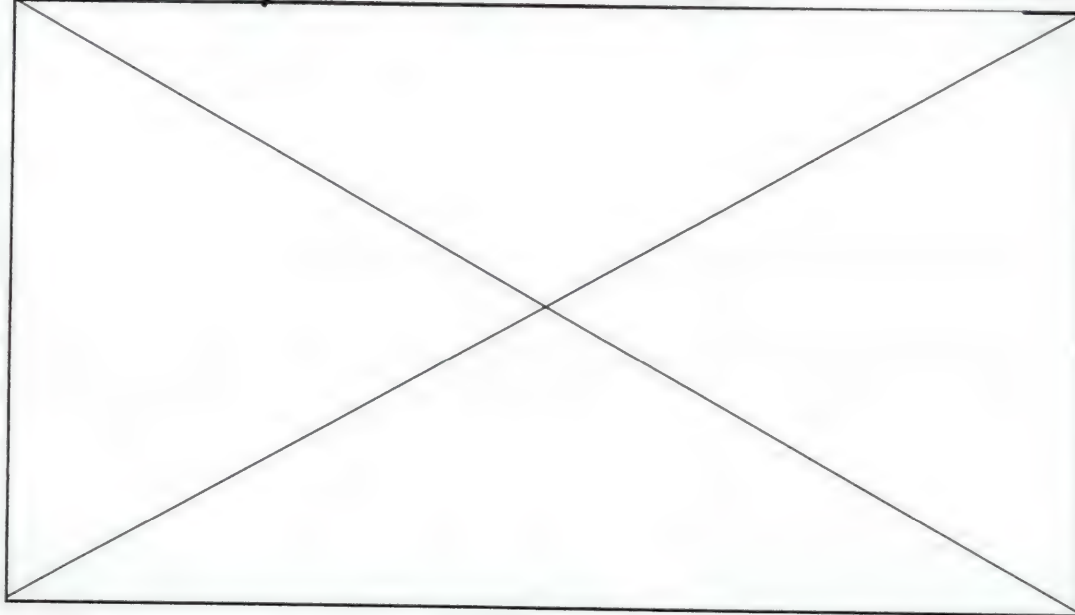
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ADVENTURE TIME

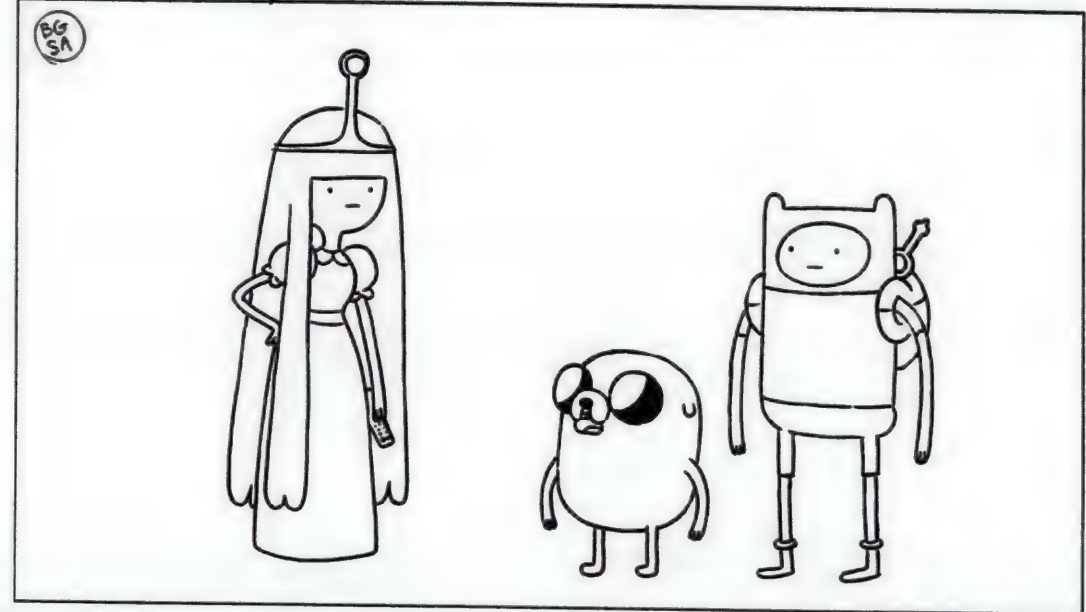


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Sc. 8 CONT Pnl. B Bg. day night



Sc. 8 CONT Pnl. C Bg. day night



Dialog:

(PB) YES.

(J) WOULDN'T YOU RATHER HAVE US FIGHTING EVIL DEMONS OR SOMETHING?

Action:

DEC 02 2013

Timing:

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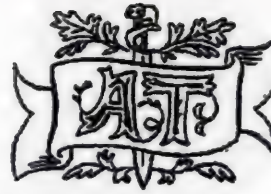
Production :

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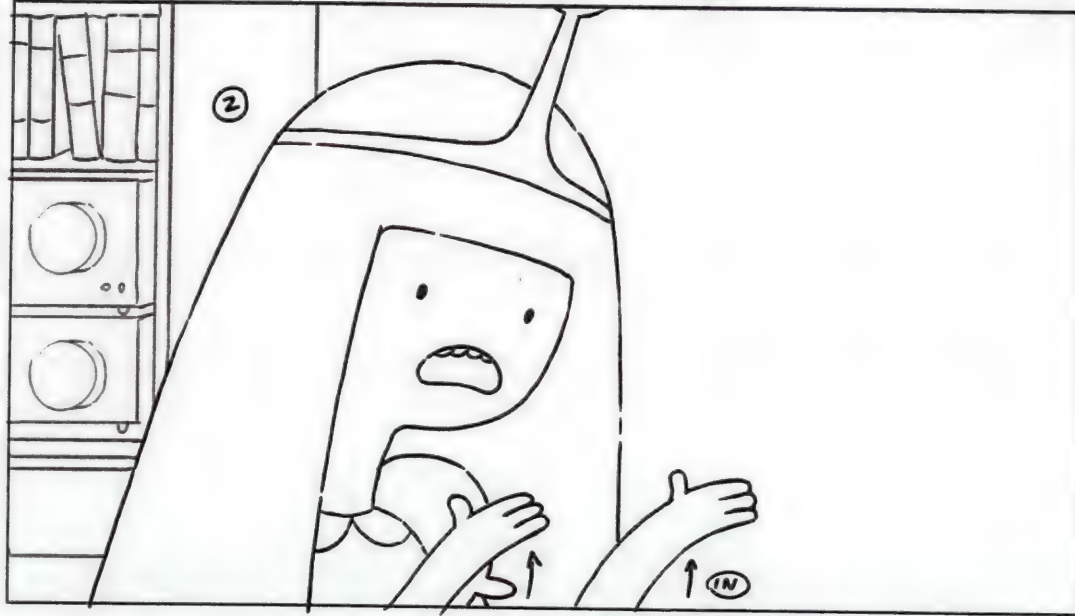
1034/242

ADVENTURE TIME

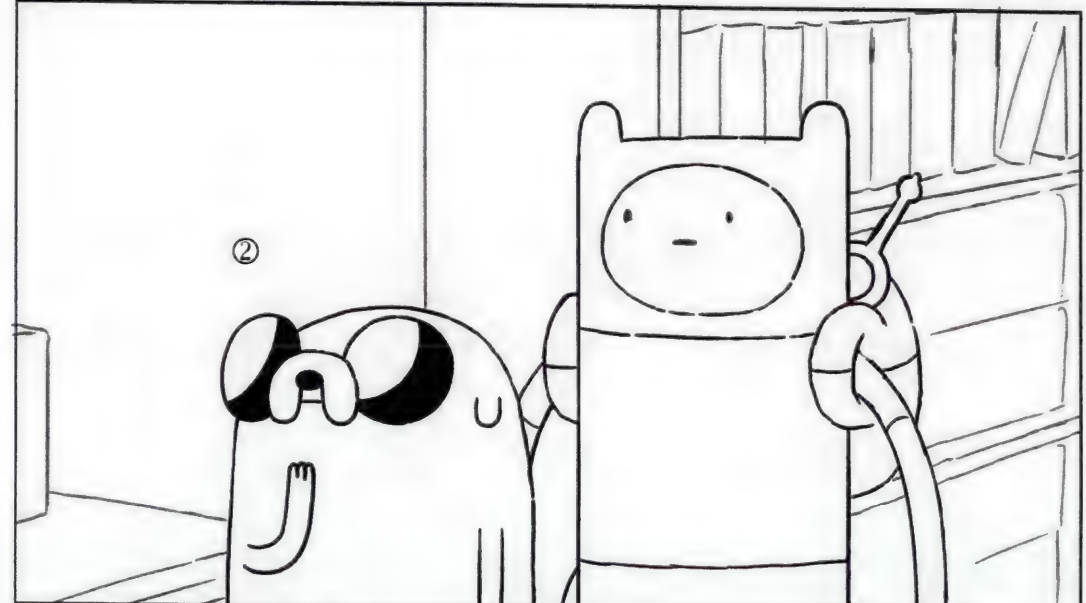


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Sc. 9 Pnl. A Bg. day night



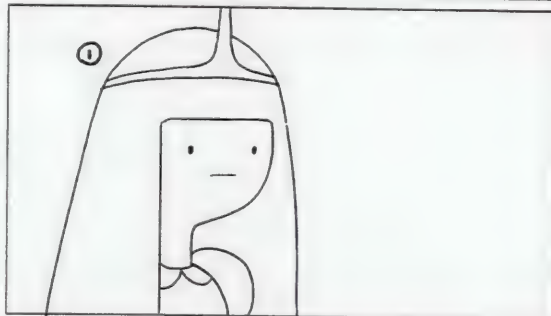
Sc. 10 Pnl. A Bg. day night



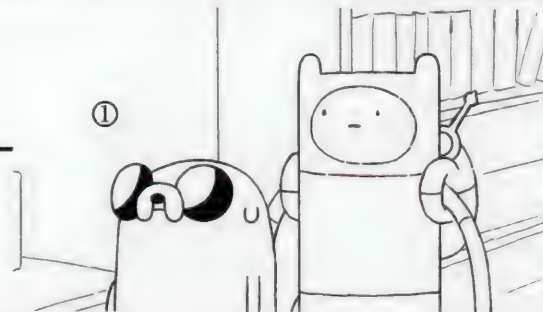
Dialog: (PB) MAYBE AN EVIL DEMON IS STEALING ALL THE HANGERS.

(3) mmm...

Action:



Timing:



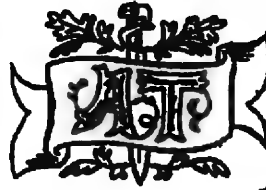
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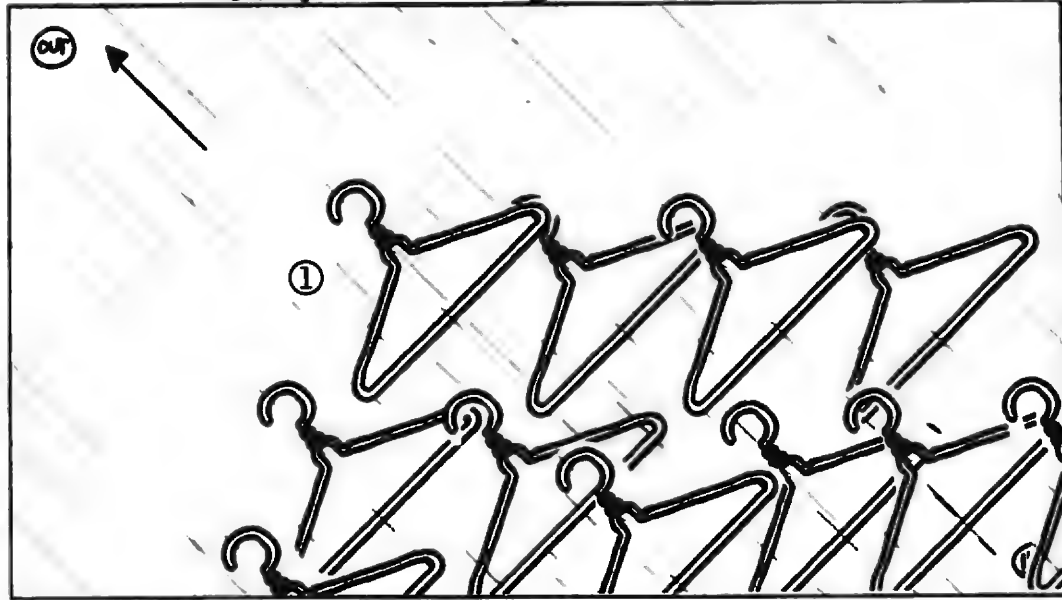
ADVENTURE TIME



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Sc. 10 *CONT* Pnl. *B* Bg. day night



Sc. 10 Pnl. C Bg. day night



Dialog:

Action:

- HANGER WIPE

Timing:



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Production :

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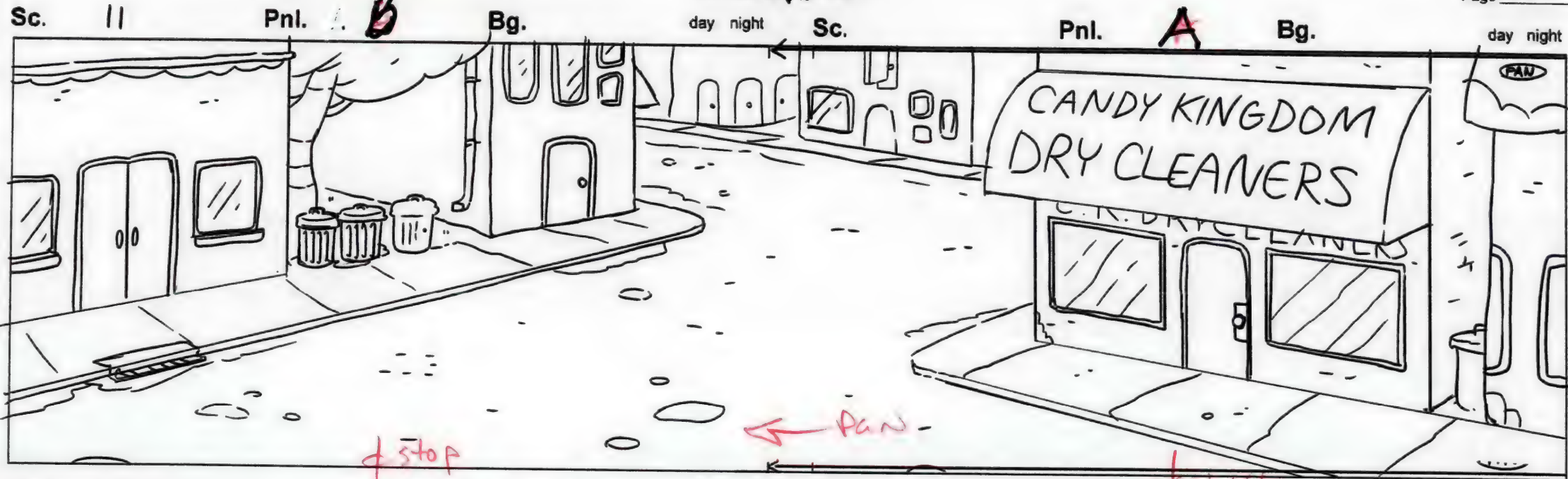
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ADVENTURE TIME



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Dialog:

Action:

- PAN ACROSS STREET TO ALLEY.

Timing:

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Production :

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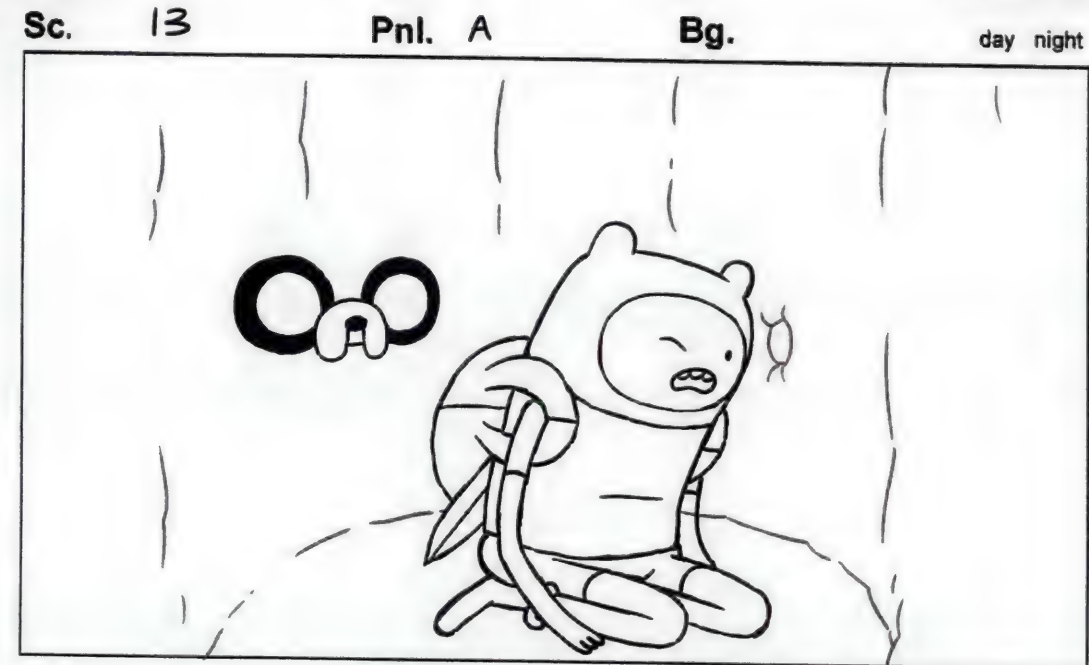
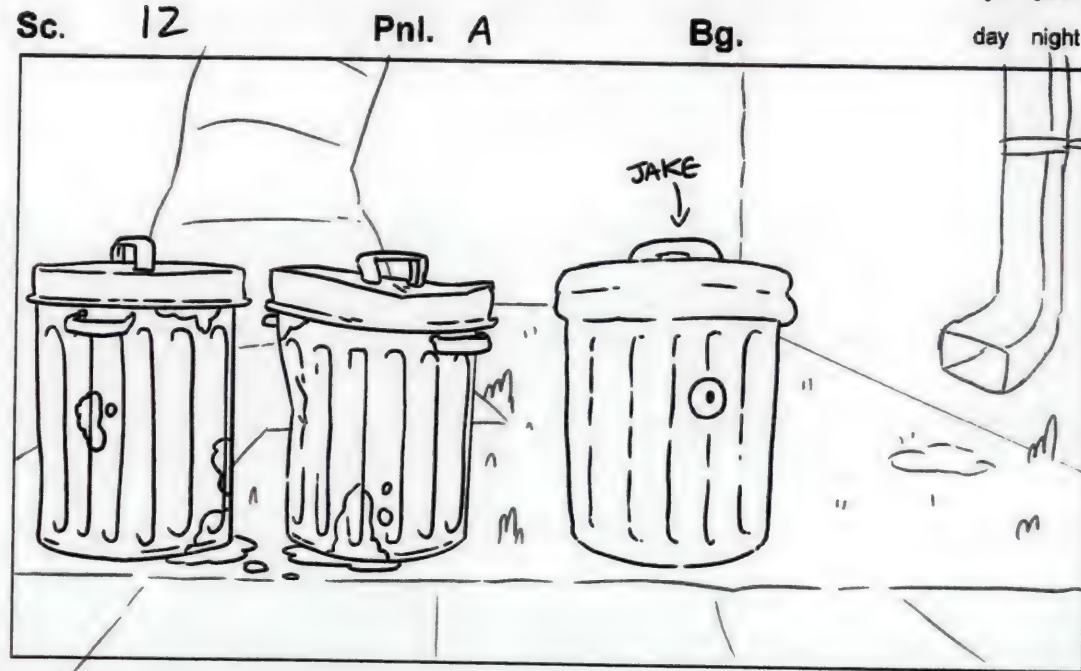
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ADVENTURE TIME



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Dialog:	<p>③ SEE ANYTHING?</p> <p>④ NO, IT'S PRETTY QUIET OUT THERE...</p>
Action:	<p>(FINN EYE PEEPING THRU THE PEEPHOLE)</p> <p>DEC 02 2015</p>
Timing:	

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Production :

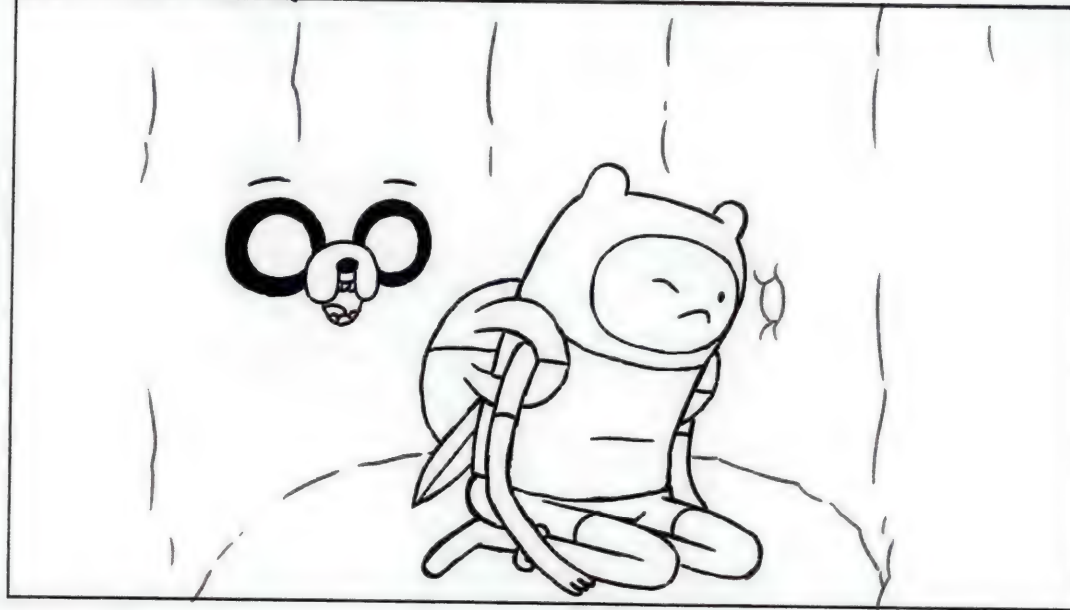
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ADVENTURE TIME

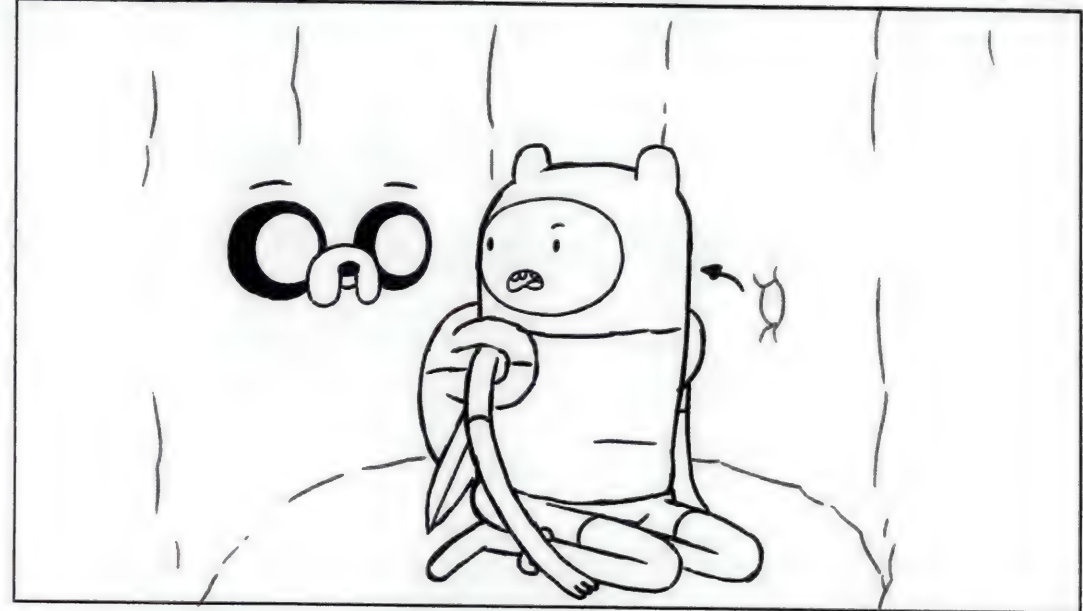


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Sc. 13 cont Pnl. B Bg. day night



Sc. 13 cont Pnl. C Bg. day night



Dialog:

⑤ YEAH, BUT NOT SO MUCH IN HERE!

⑥ HUH? WHAT DOES THAT ME--

Action:

Timing:

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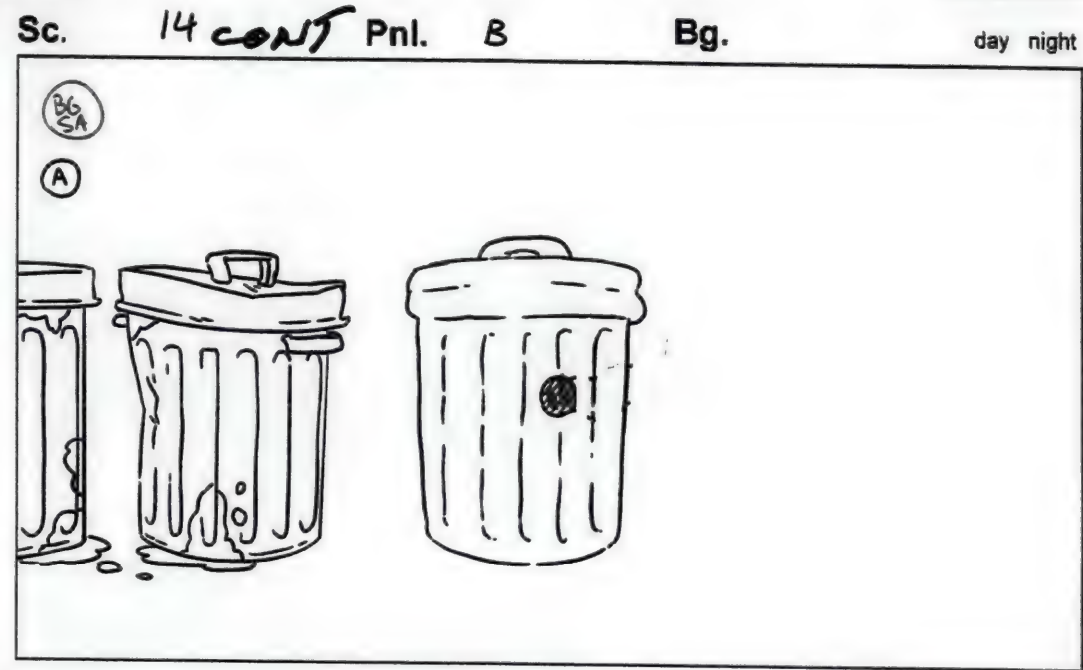
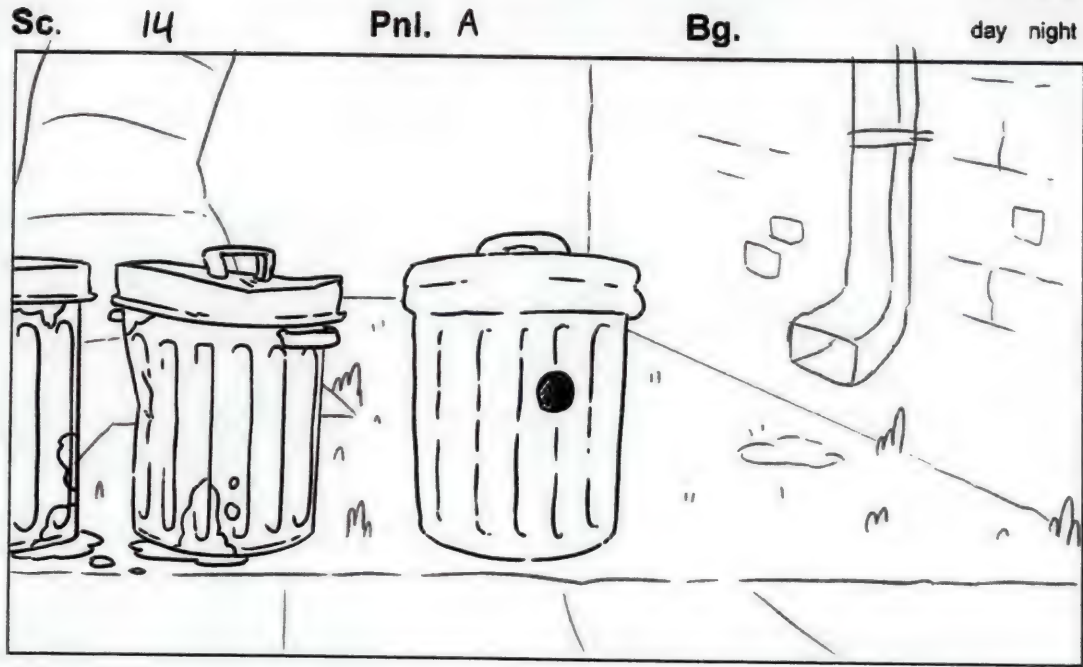
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Production :

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ADVENTURE TIME



Dialog: (SPK) FART! *

(F) AH, JAKE NO!

(J) HA HA HA

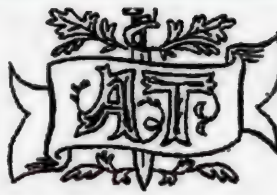
Action:

Timing:

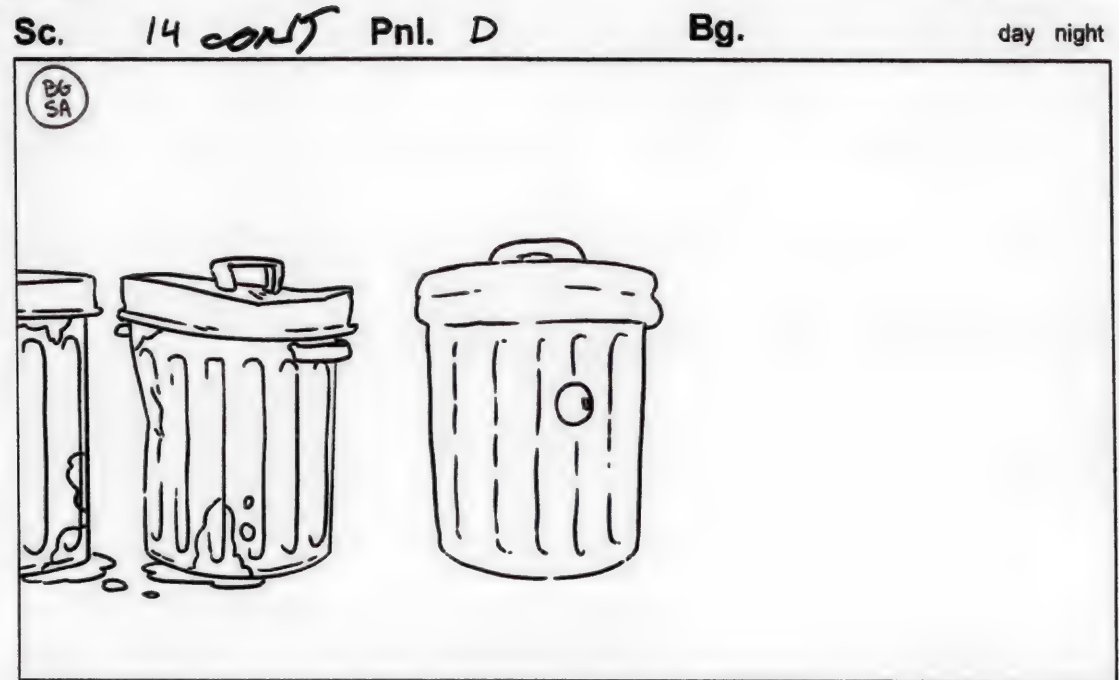
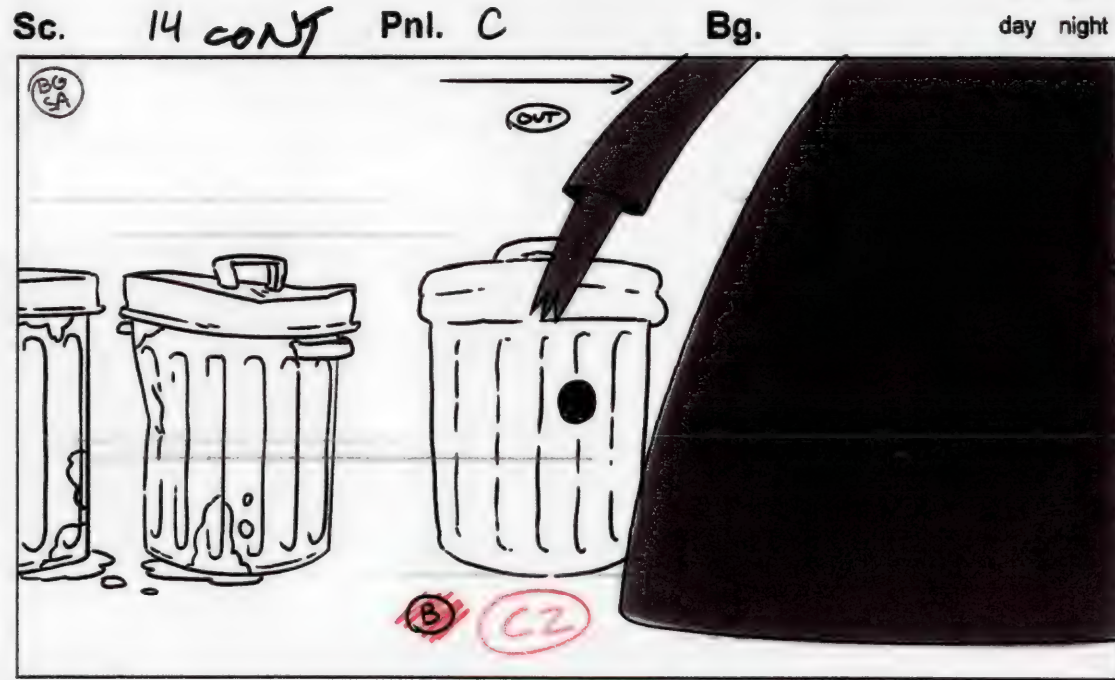
(B)

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ADVENTURE TIME



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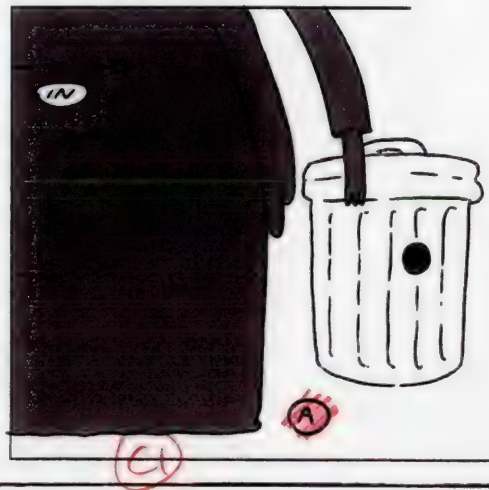


Dialog:

Action:

(A BLURRY SHAPE
SWEEPS BY THE CAMERA)

Timing:



(F) HOLD ON, WHAT WAS THAT?

FINN'S EYE APPEARS IN HOLE

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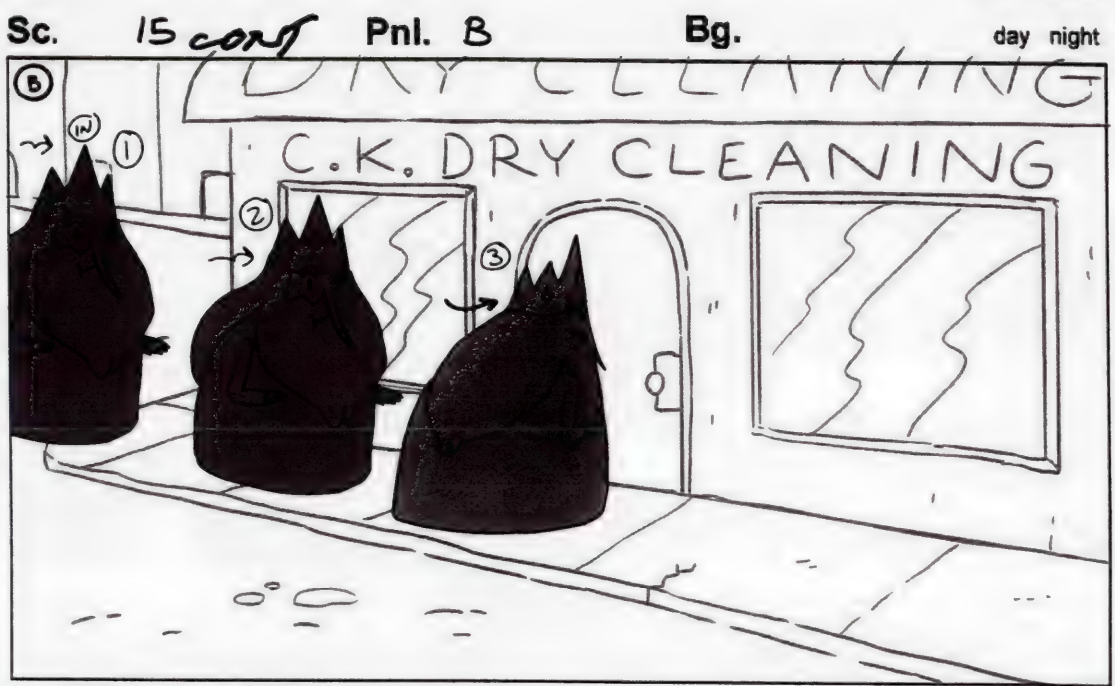
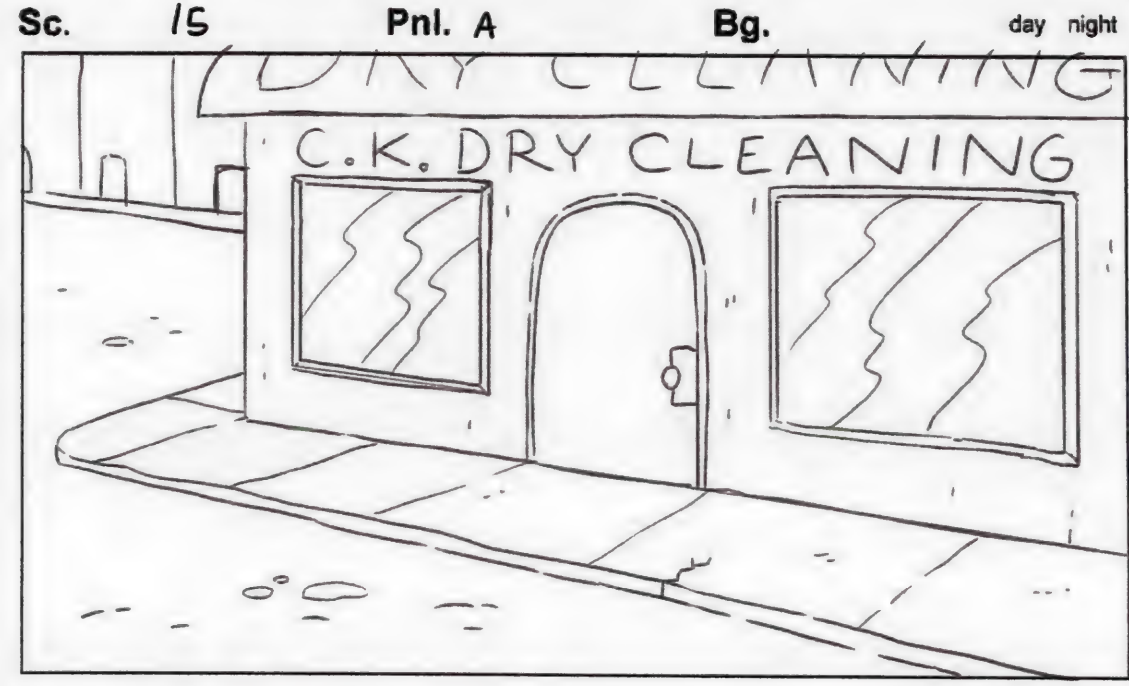
Production :

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ADVENTURE TIME



Dialog:

Action:

Timing:

(DARK ICE KING-SHAPED
FIGURE APPROACHES DOOR)

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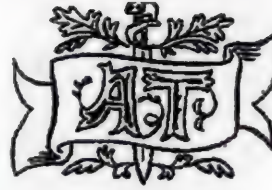
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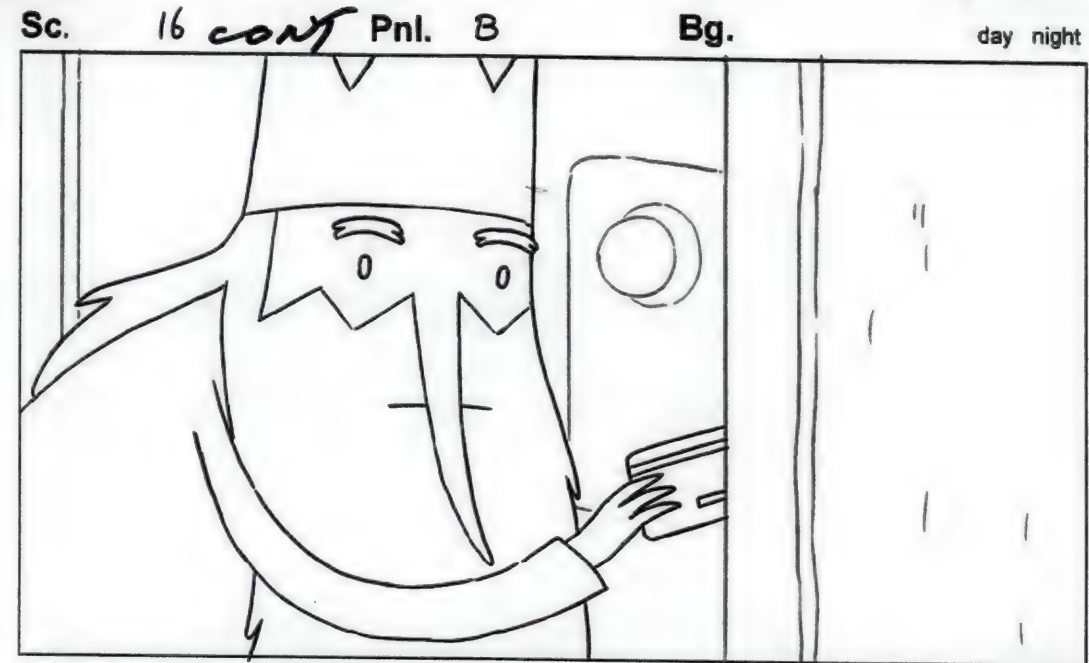
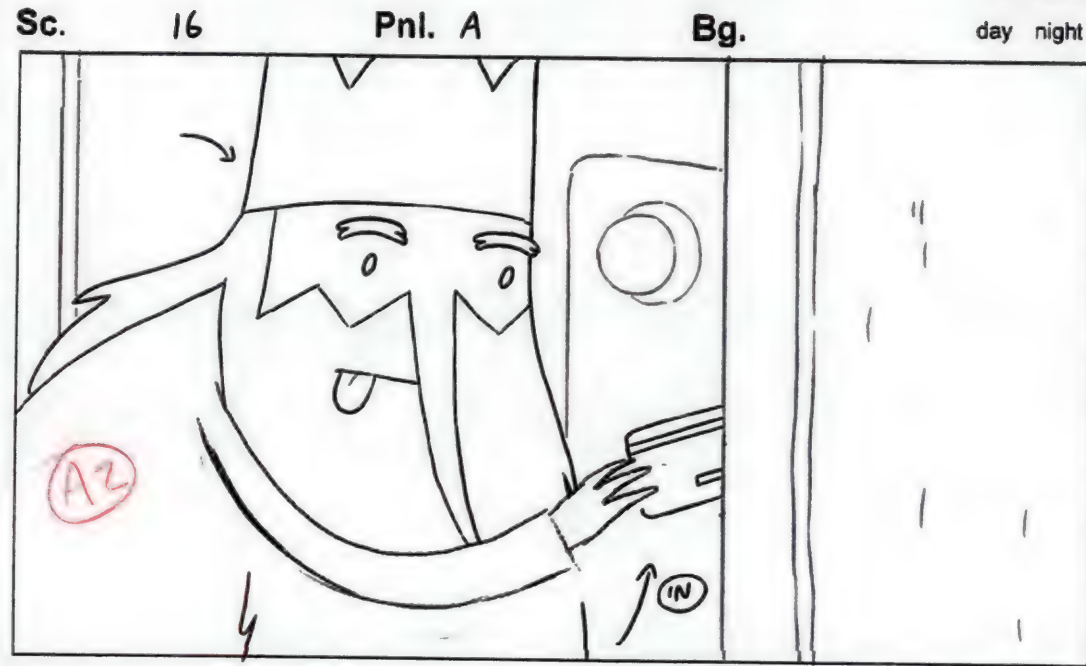
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ADVENTURE TIME



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Dialog:

③ (O.S.) IT'S OVER, ICE KING.

Action:

(THE OL' CREDIT CARD TRICK.)

Timing:



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Production :

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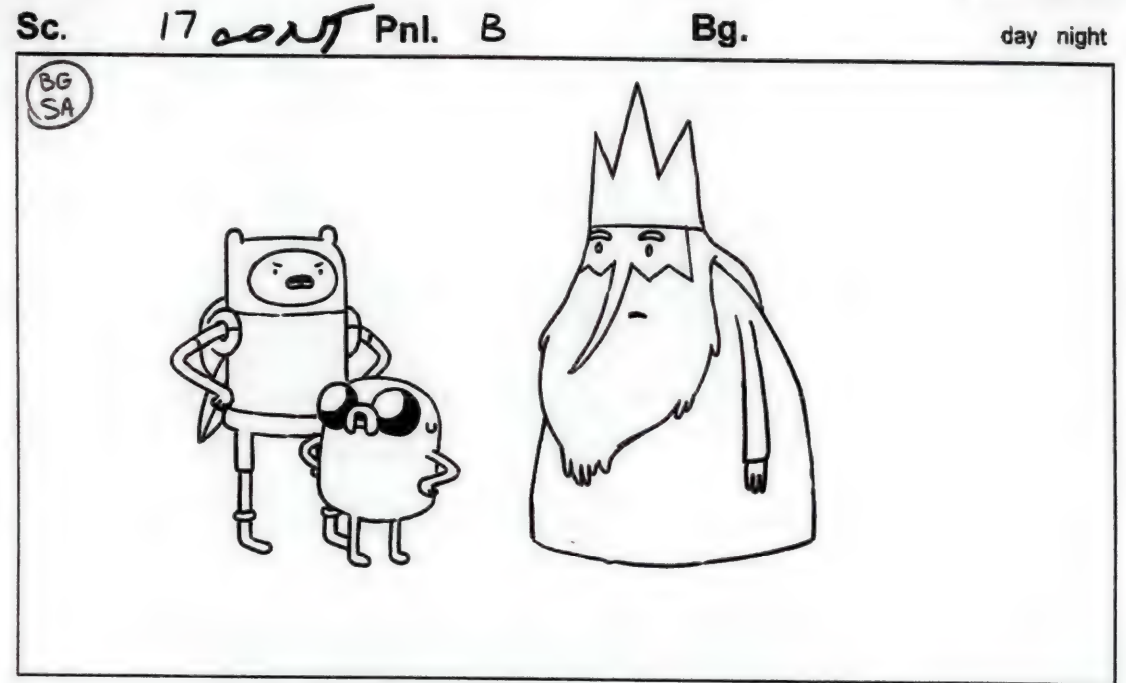
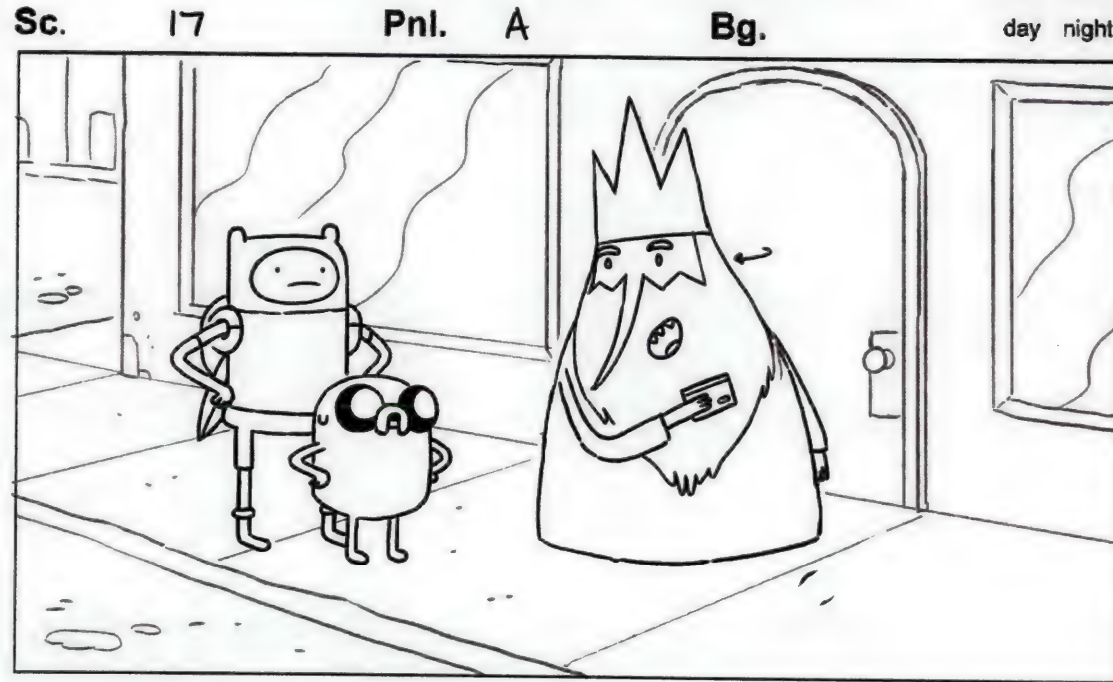
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ADVENTURE TIME



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Dialog: (IK) OH HEY GUYS.

(F) WHAT'S GOING ON? IS KIDNAPPING
HANGERS YOUR NEW THING NOW?

Action:



- IK TURNS.

Timing:

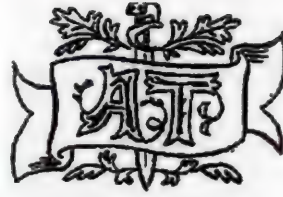
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1034/242

Production :

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ADVENTURE TIME

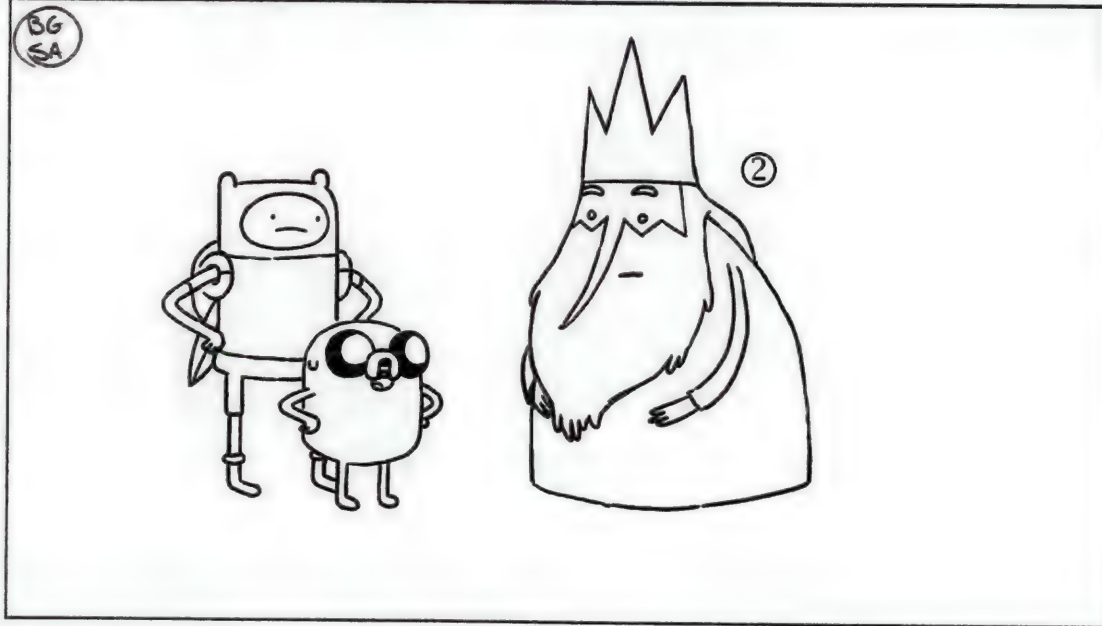


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Sc. 17 cont Pnl. C

Bg.

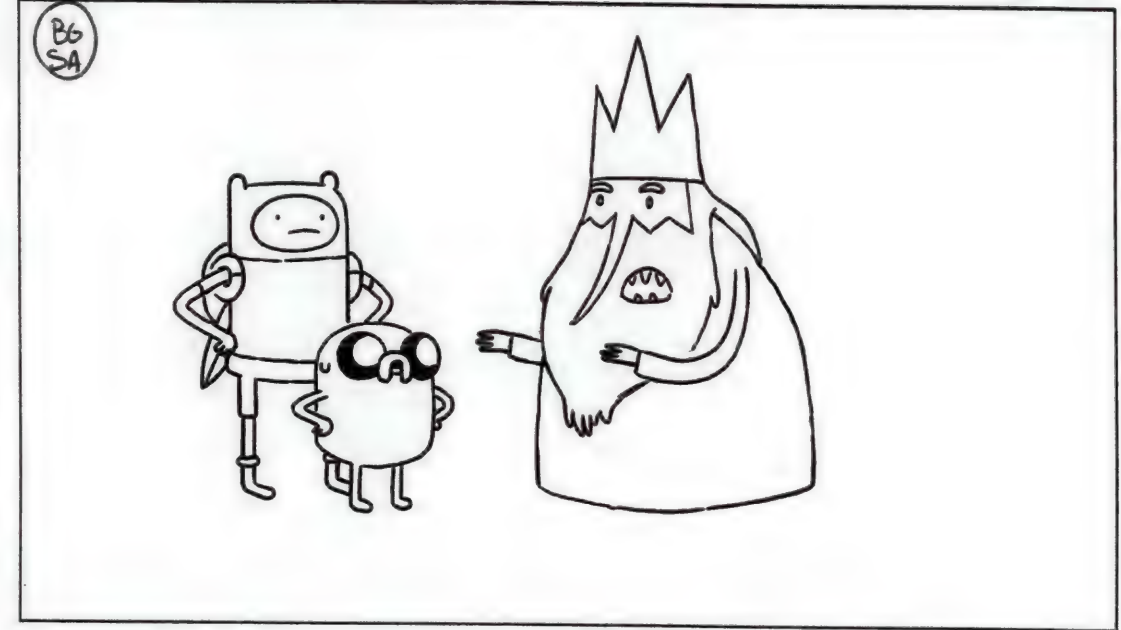
day night



Sc. 17 cont Pnl. D

Bg.

day night



Dialog:

③

YEAH, MAN. YOU HAVE
LIKE ONE MUMU AND
YOU'RE WEARING IT.

Action:

Timing:



①K

YOU THINK THIS IS ABOUT HANGERS?

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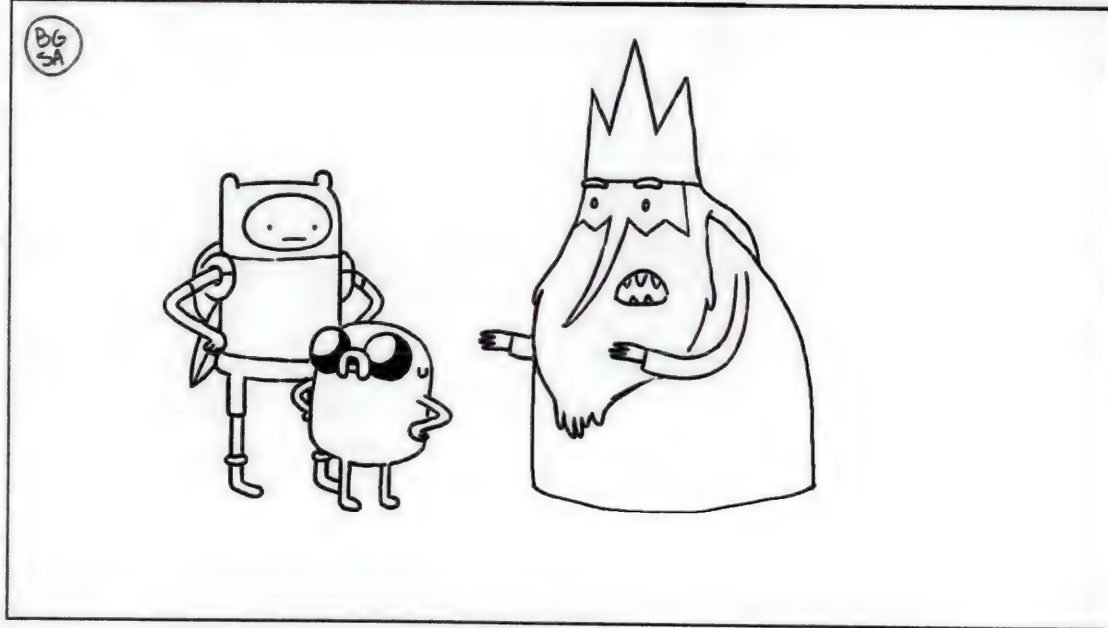
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ADVENTURE TIME

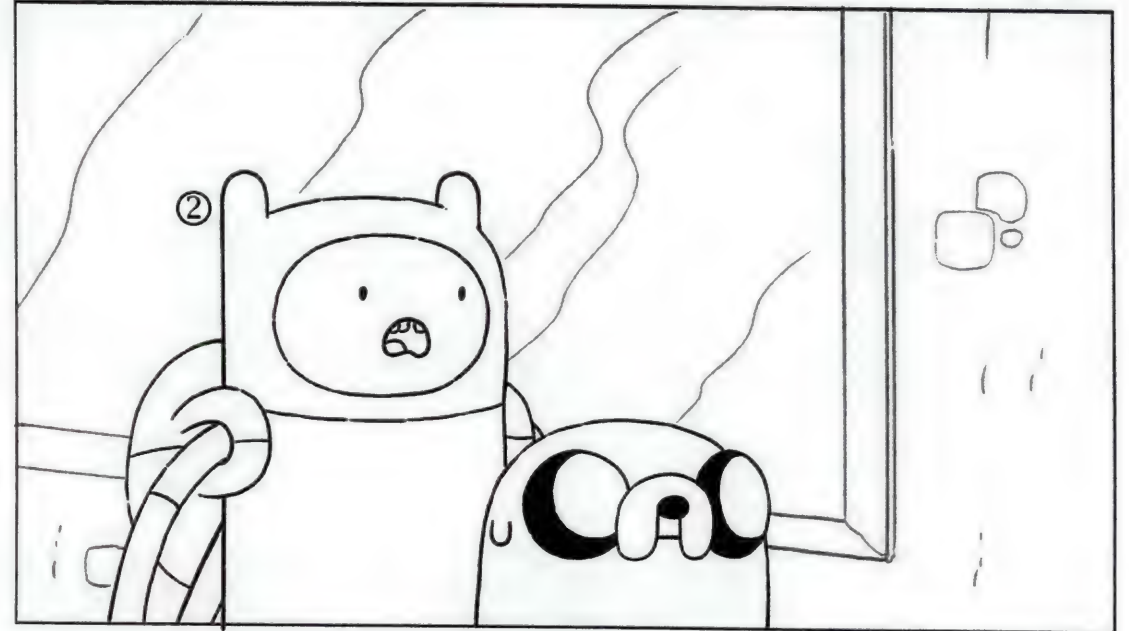


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Sc. 17 *cont* Pnl. E Bg. day night



Sc. 18 Pnl. A Bg. day night

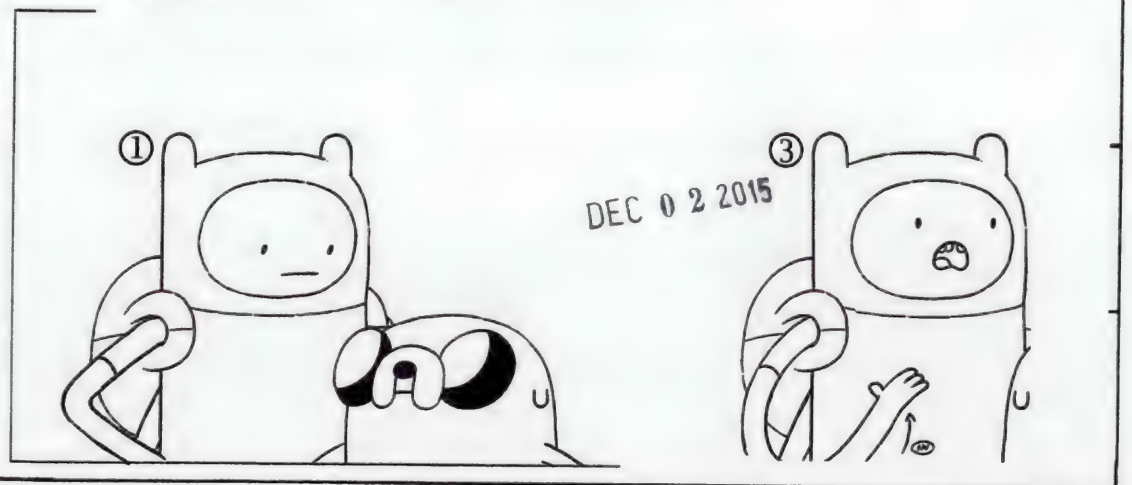


Dialog: (1K) REALLY?

Action: - F+J LOOK AT EACH OTHER.

Timing:

(F) WELL... YEAH BECAUSE...



1034-242

EPISODE #

1034/242

Production :

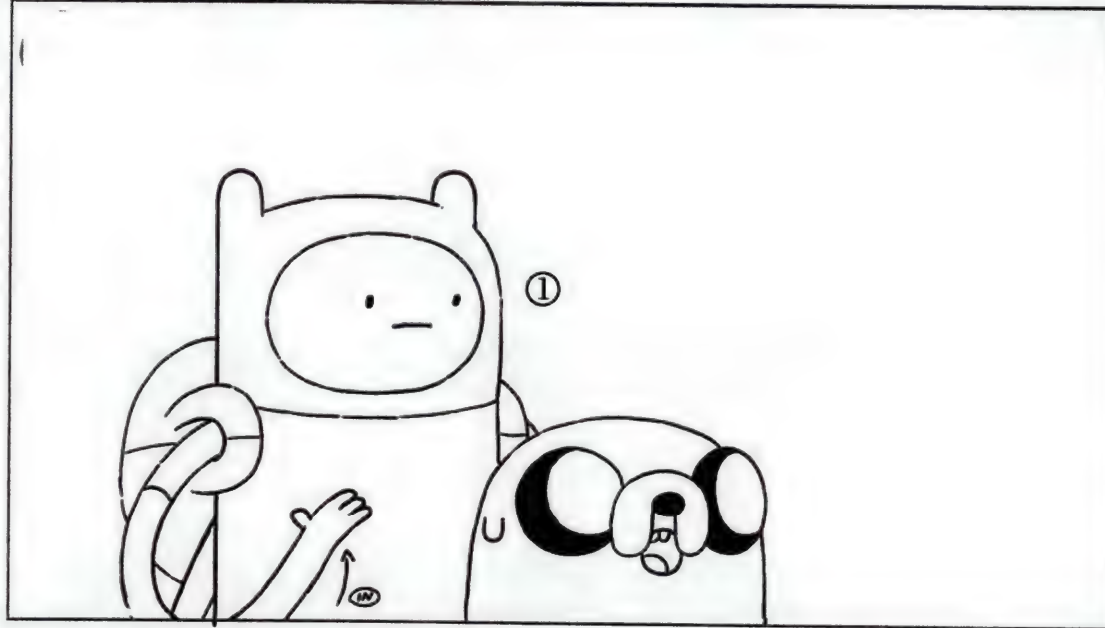
1034/242

ADVENTURE TIME

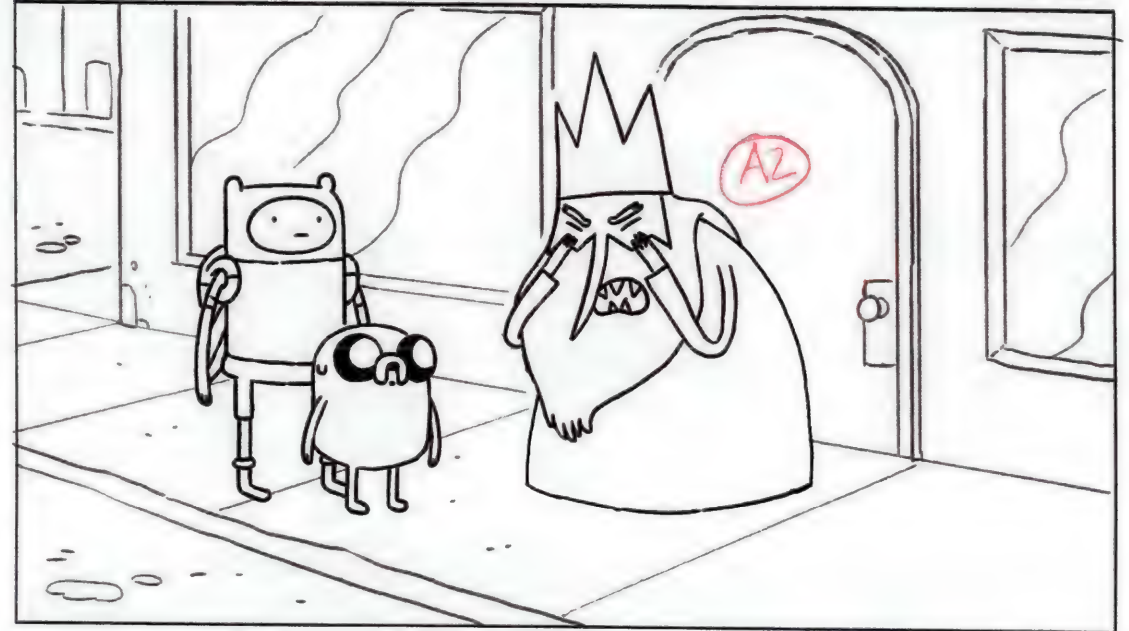


Page 27

Sc. 18 cont Pnl. B Bg. day night



Sc. 19 Pnl. A Bg. day night

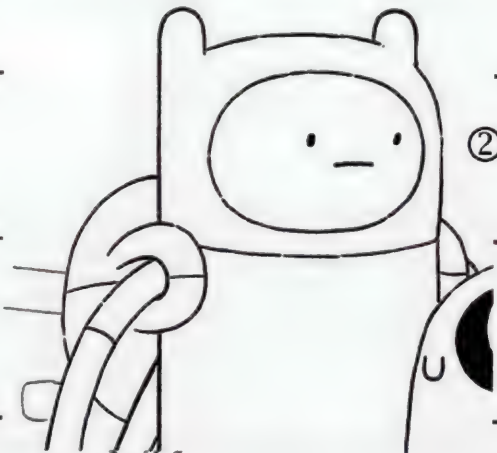


Dialog: (F) ...YOU'RE STEALING ALL THE... HANGERS... (J) YOU'RE STEALING EVERYONE'S HANGERS, DUDE.

(IK) IT'S ABOUT SO MUCH MORE... SO MUCH MORE

Action:

Timing:



DEC 02 2015

BS
SA

EPISODE # 1034-242

1034/242

Production :

1034/242

ADVENTURE TIME

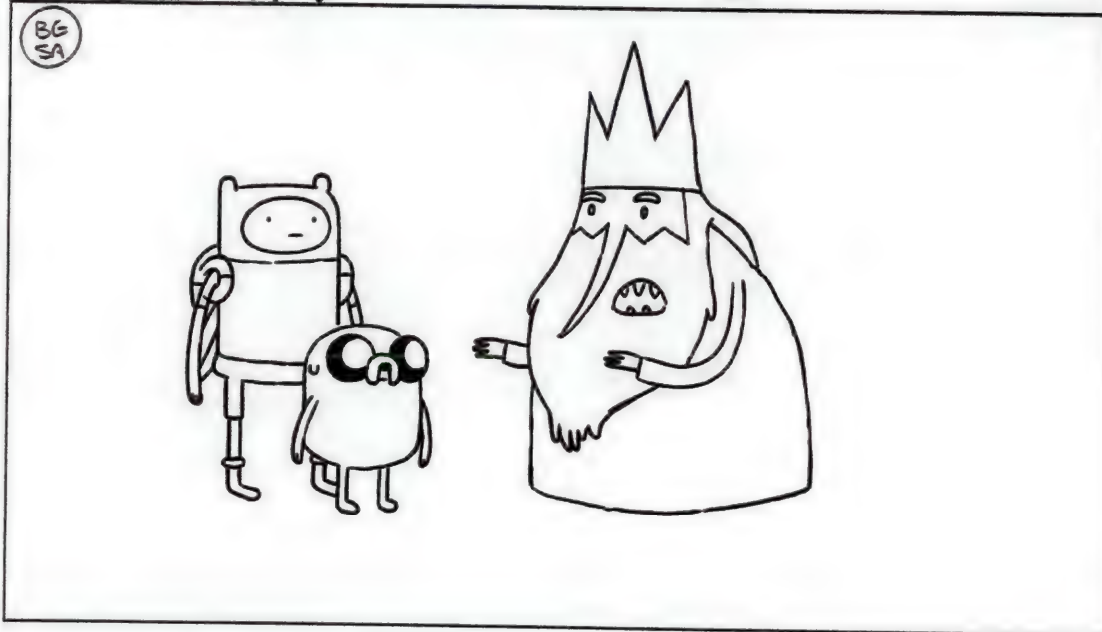


Page 28

Sc. 19 *CONT* Pnl. B

Bg.

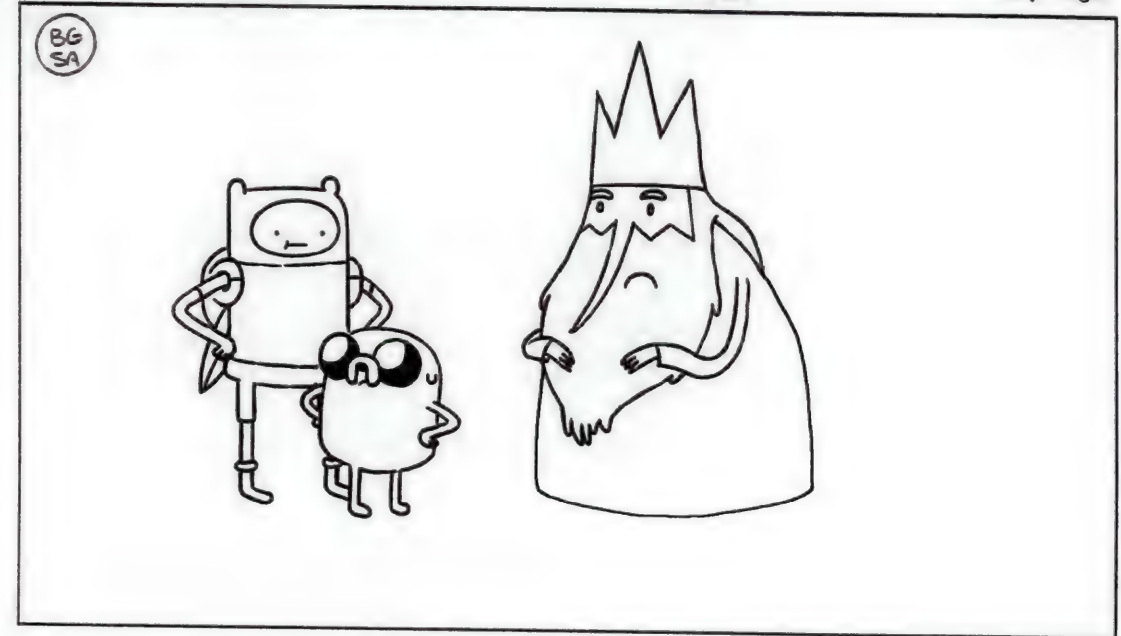
day night



Sc. 19 *CONT* Pnl. C

Bg.

day night



Dialog: (IK) COME BACK TO MY PLACE AND I'LL EXPLAIN EVERYTHING.

Action:

- F+J LOOK AT EACH OTHER.

DEC 02 2015

Timing:

1034-242

EPISODE #

1034/242

Production :

1034/242

ADVENTURE TIME



Page 29

Sc. 19 *CONT*

Pnl. D

Bg.

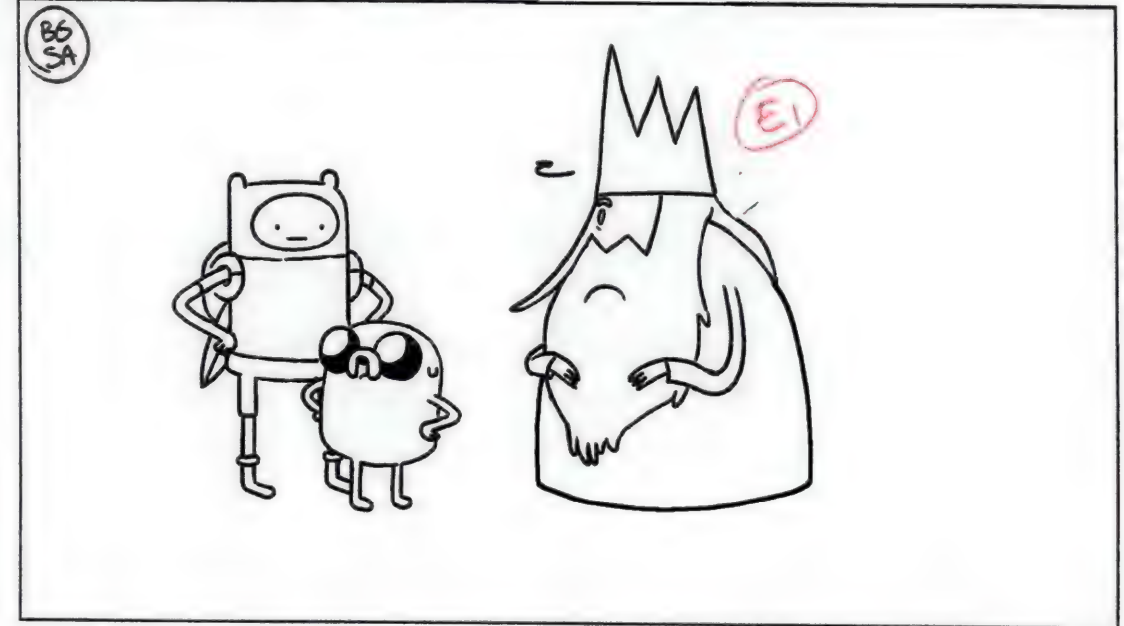
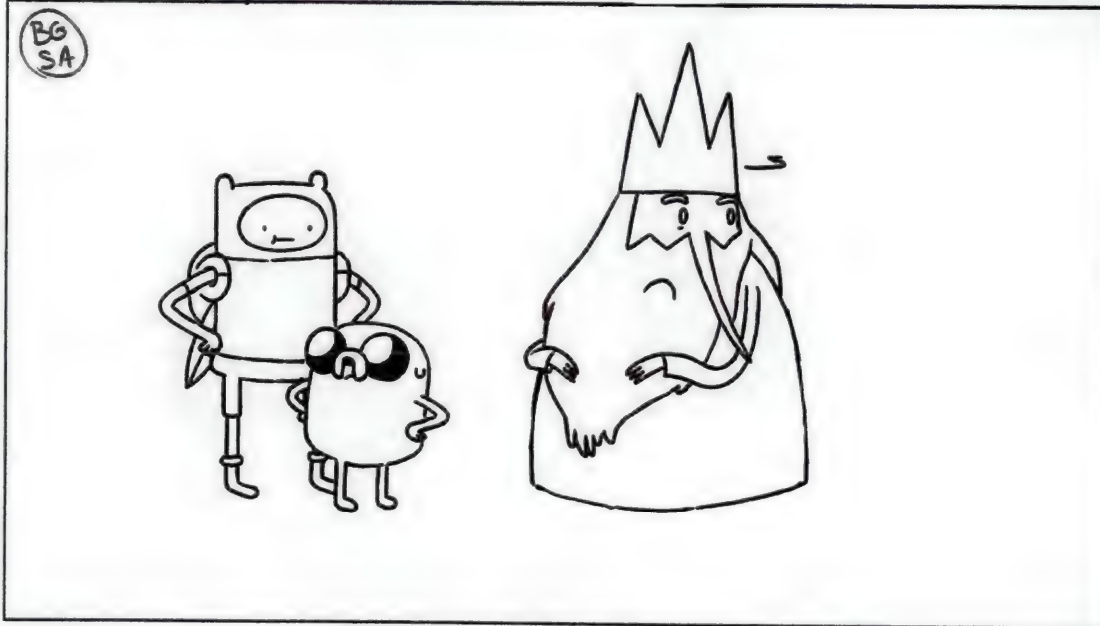
day night

Sc. 19 *CONT*

Pnl. E

Bg.

day night



Dialog:

(F & J) MMM...

Action:

(I.K. LOOKING
AROUND NERVOUSLY)

Timing:



DEC 02 2015

1034-242

EPISODE #

1034/242

Production :

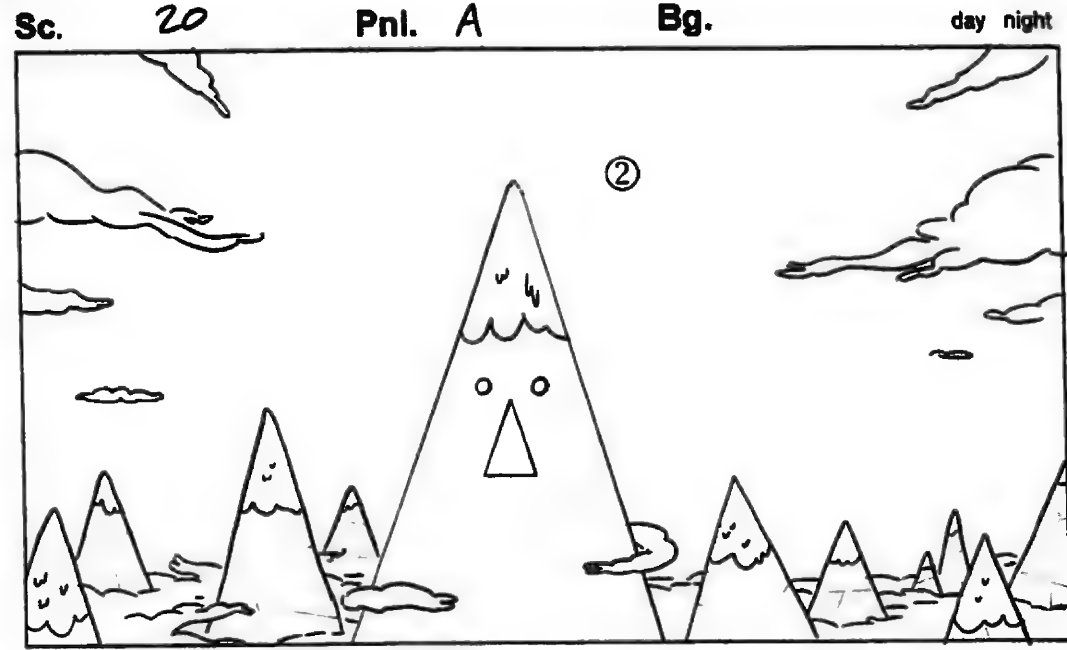
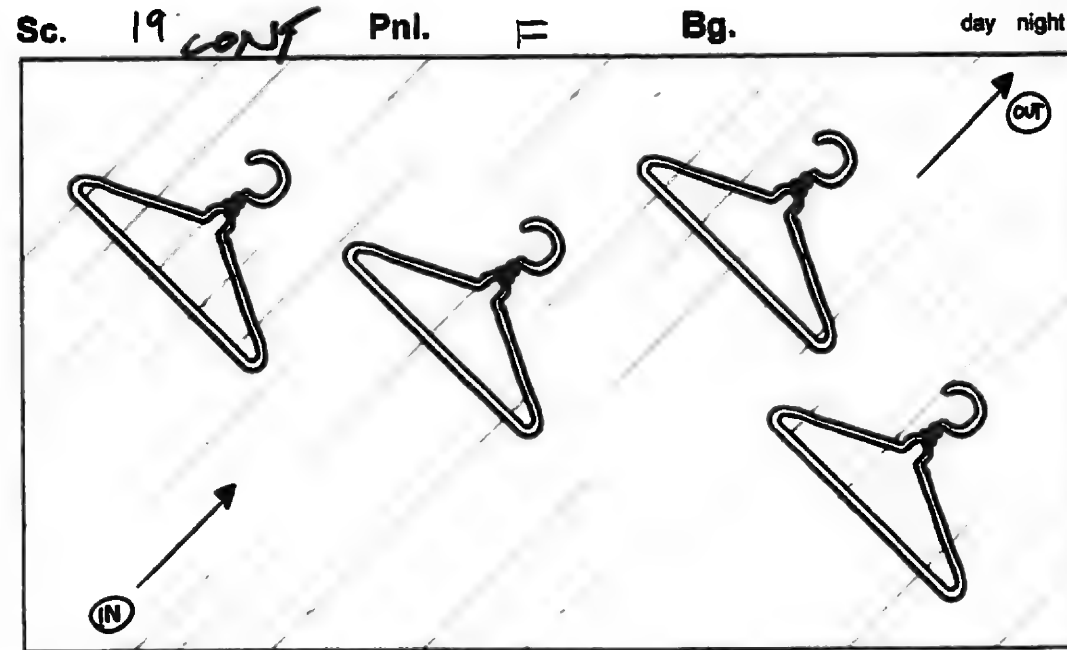
1034/242

ADVENTURE TIME



REVISED
12/18/15

Page 30



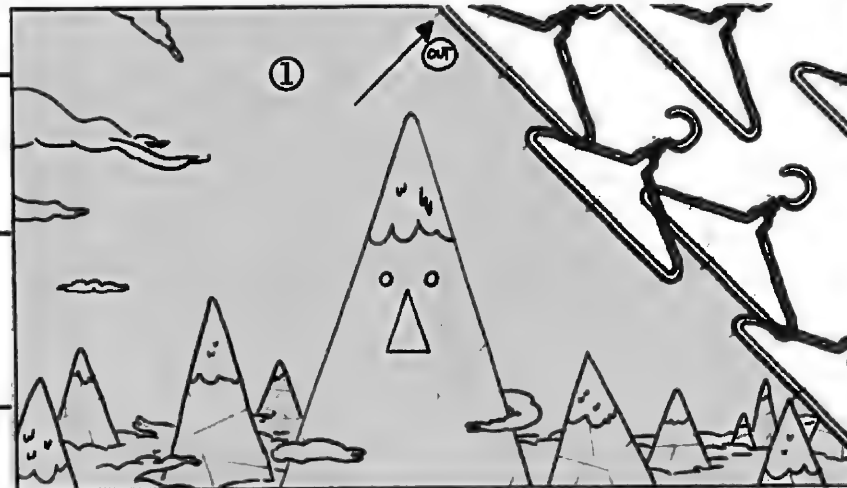
Dialog:

(9/5)
(Jk) SEE? I DROPPED MY KEYS DOWN THIS DEEP HOLE...

Action:

- HANGER WIPE!

Timing:



DEC 02 2015

1034-242

EPISODE #

1034/242

Production :

1034/242

ADVENTURE TIME



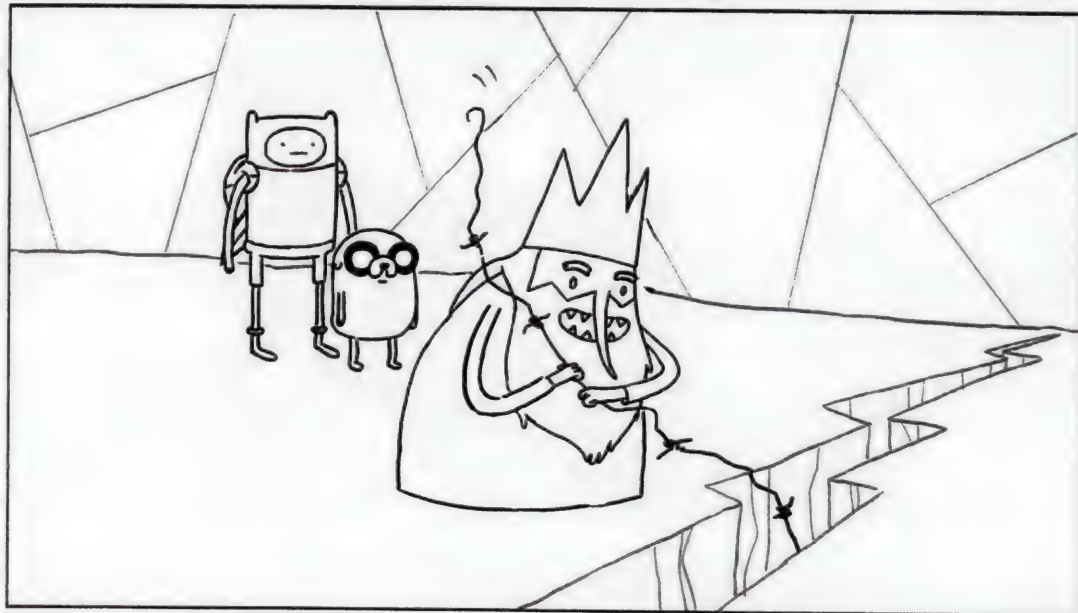
Page 31

Sc. 21

Pnl. A

Bg.

day night

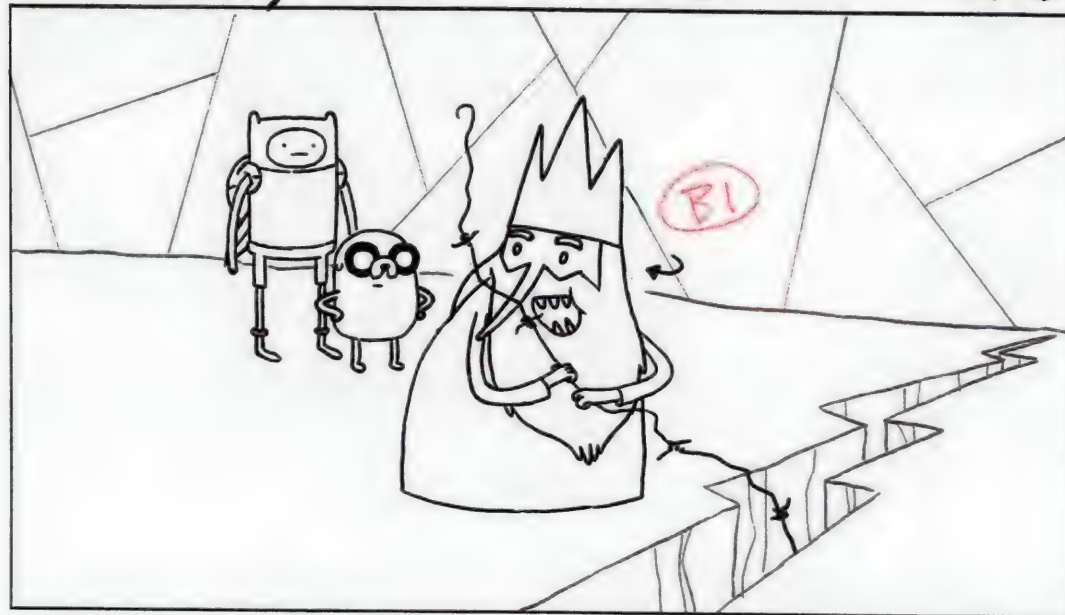


Sc. 21 *CONT*

Pnl. B

Bg.

day night



Dialog:

(IK) ... I NEED ALL THESE GUYS TO HELP
ME SNAG 'EM

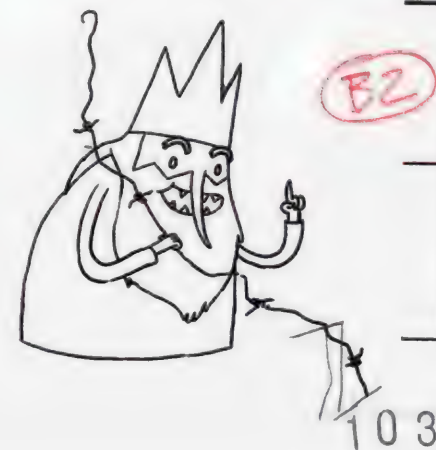
(IK) WHEN I'M DONE I'LL RETURN
THEM ALL.

Action:

-IK WRIGGLES HANGER-LINE.

Timing:

DEC 02 2015



EPISODE #

Production :

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1034/242

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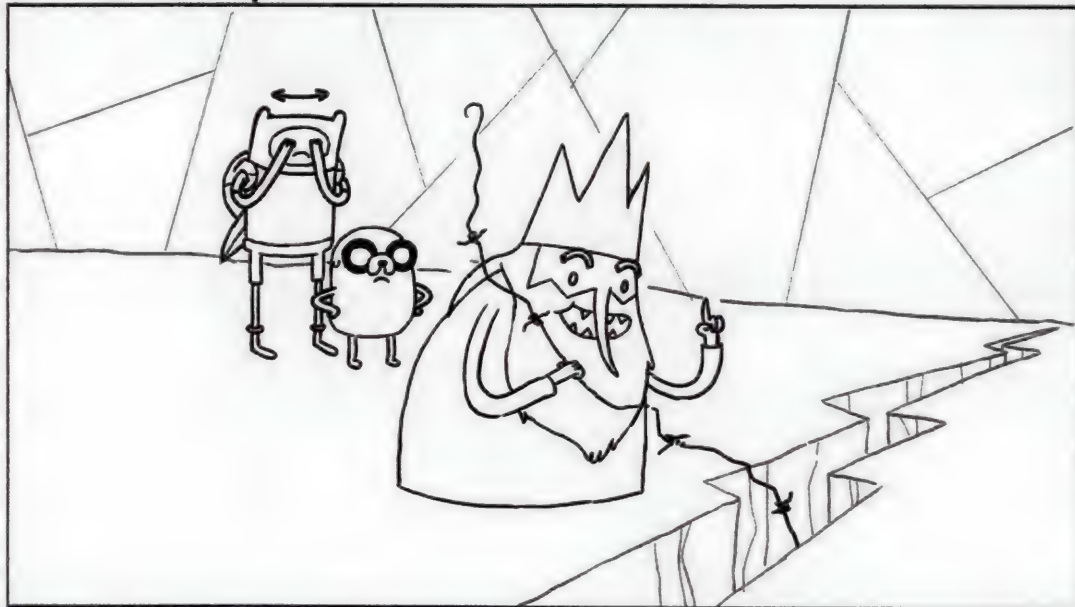
ADVENTURE TIME



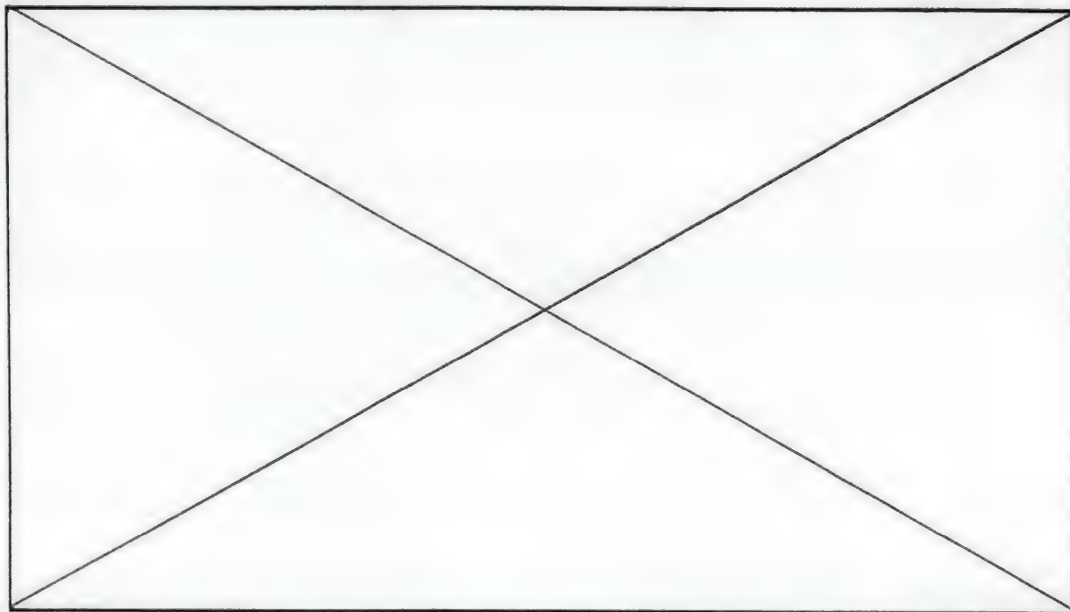
NO SC'S
22-25

Page 32
NO PGS 31-35
day night

Sc. 21 cont Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog: (IK) AND THAT'S AN ICE PROMISE!

Action: - F. FACE PALMS AND SHAKES HEAD.

Timing:

DEC 02 2015

Production :

EPISODE #

1034-242

1034/242

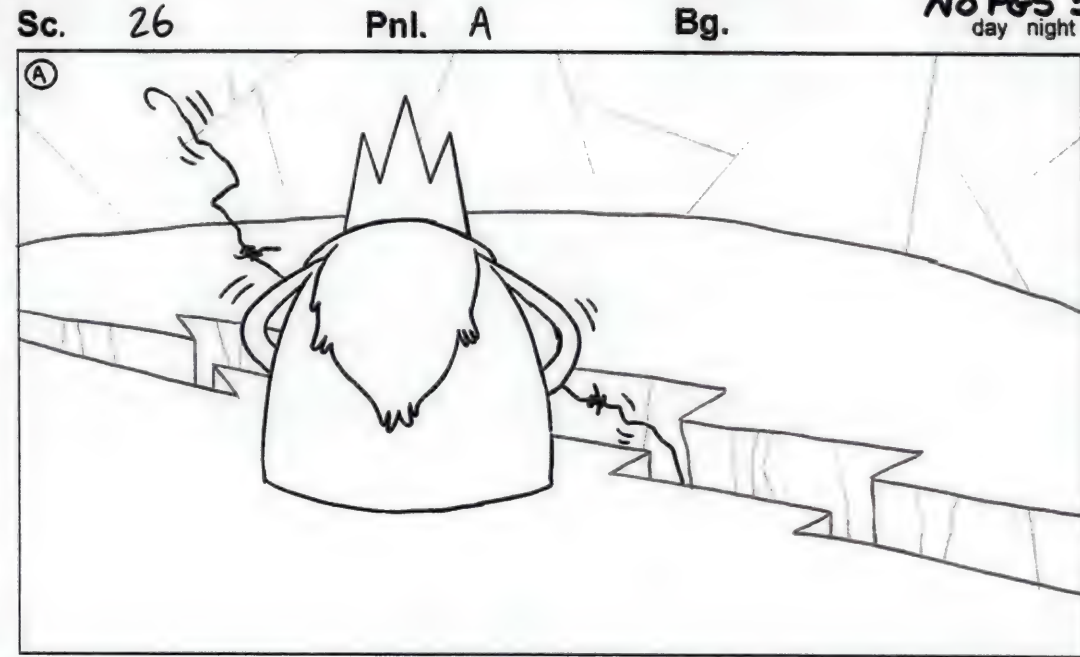
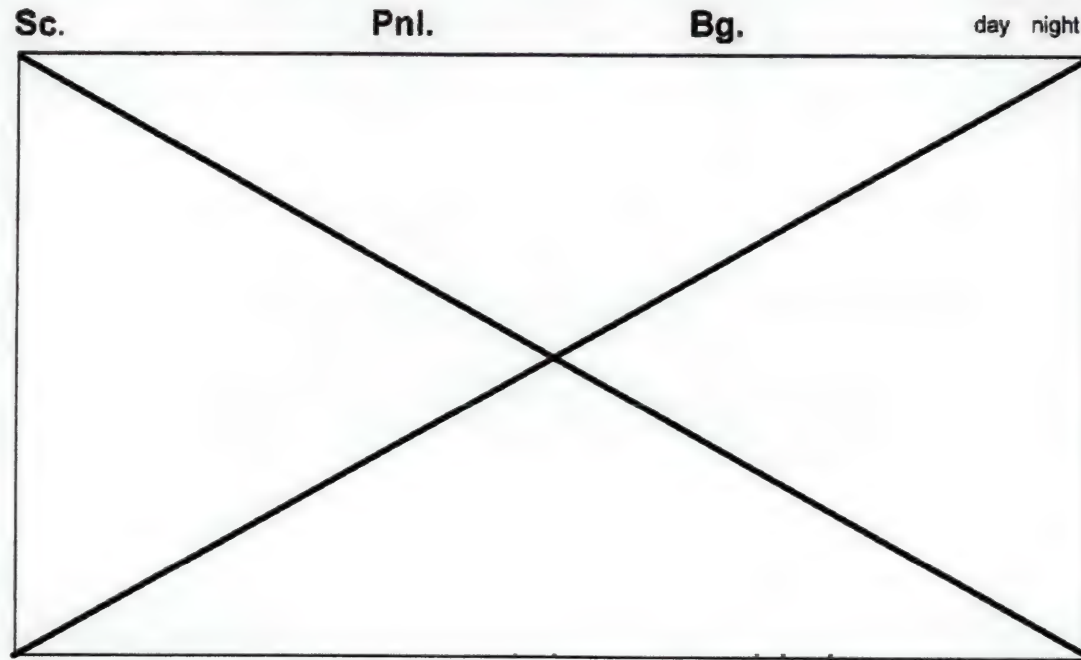
1034/242

ADVENTURE TIME



NO
SC
27

Page 36
NO PGS 37-38
day night



Dialog:

Action:

Timing:

(FINN'S POV)

DEC 02 2015

- A WEIRD GLOWING
COMING FROM THE
CRACK



EPISODE # 1034-242

Production :

1034/242

1034/242

ADVENTURE TIME



REVISED
3/17/10

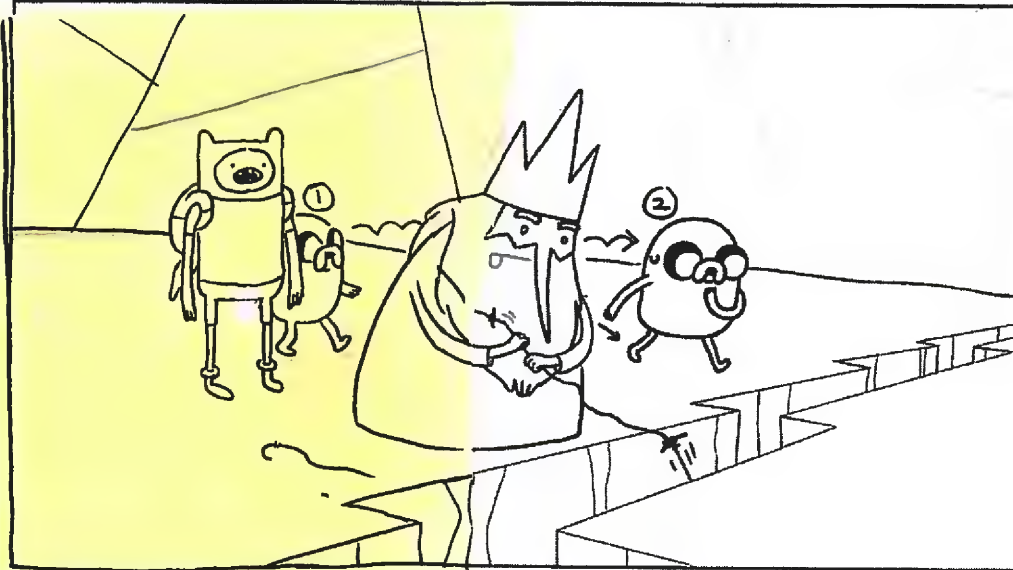
Page 39

Sc. 28

Pnl. A

Bg.

day night

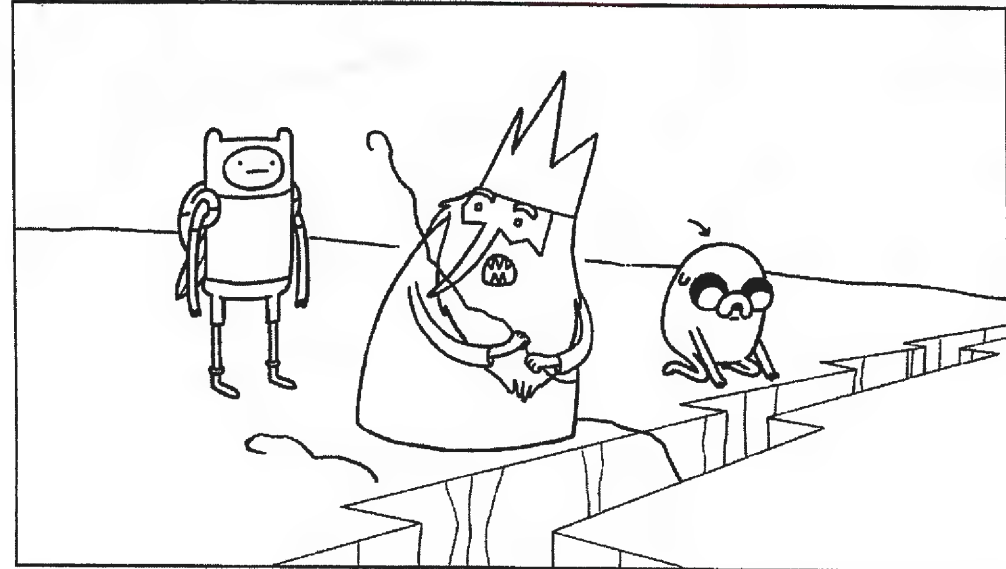


Sc. 28 cont

Pnl. B

Bg.

day night



Dialog:

(F) HOW LONG'S THIS CRACK BEEN HERE?

(IK)

FOREVER.... BEFORE FOREVER.

- J. WALKS FORWARD.

- J. KNEELS AT EDGE.

DEC 02 2010

Production :

EPISODE # 1034-242

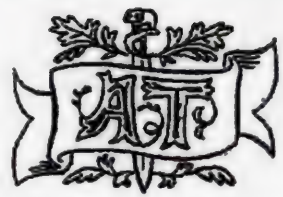
1034/242

1034/242

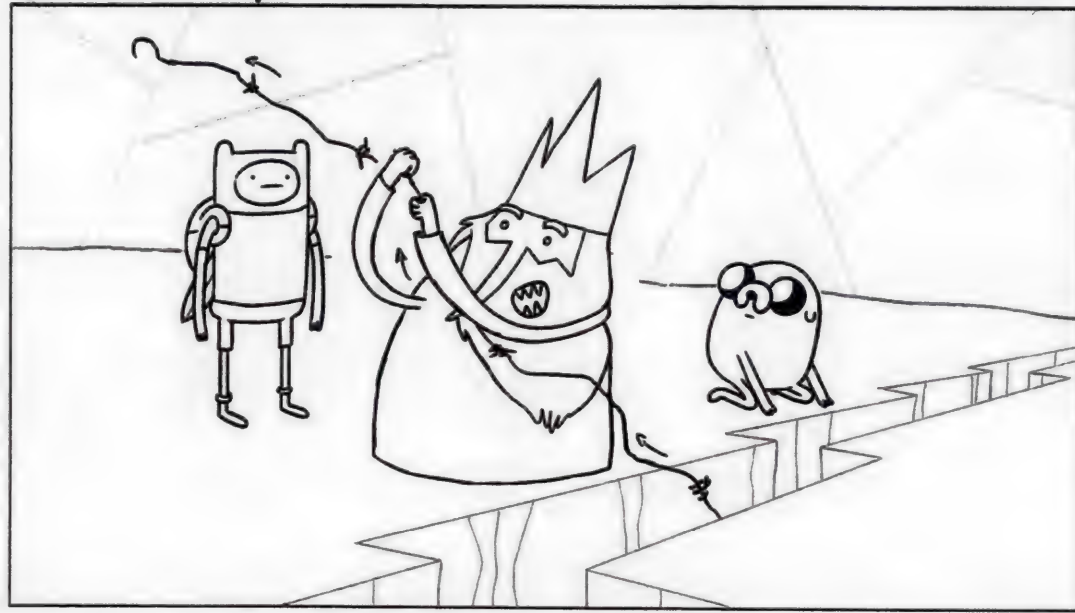
1034/242

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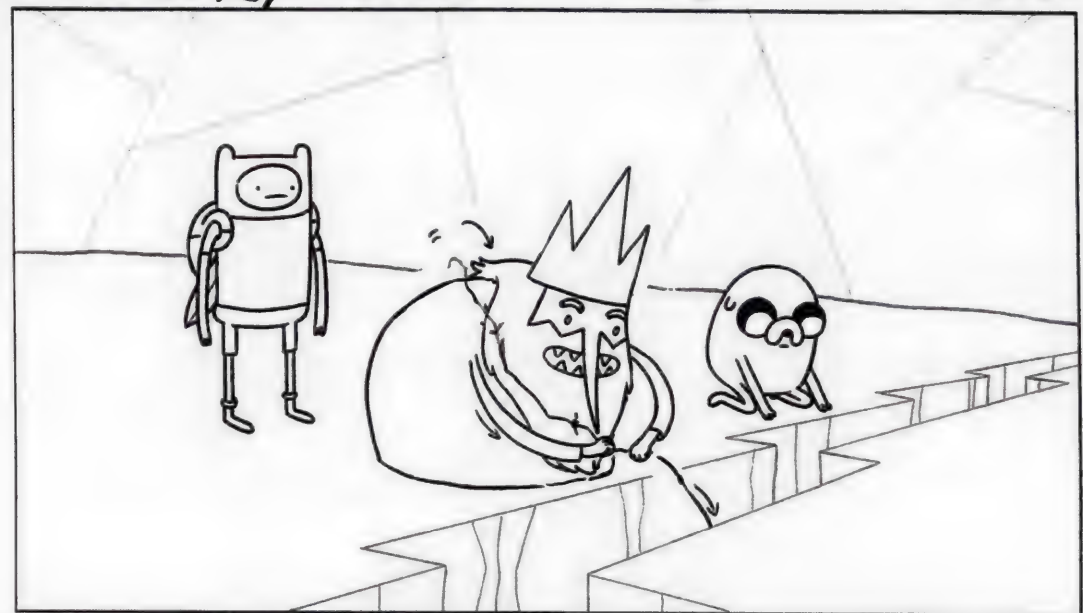
ADVENTURE TIME



Sc. 28 *CONT* Pnl. C Bg. day night



Sc. 28 *CONT* Pnl. D Bg. day night



Dialog:	(IK) AS LONG AS I CAN REMEMBER ...	
Action:	- IK ADDS HANGER TO LINE.	- IK LOWERS LINE AGAIN.
Timing:	DEC 02 2015	

EPISODE # 1034-242

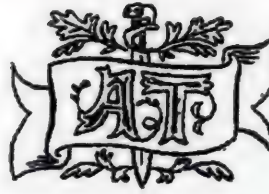
1034/242

Production :

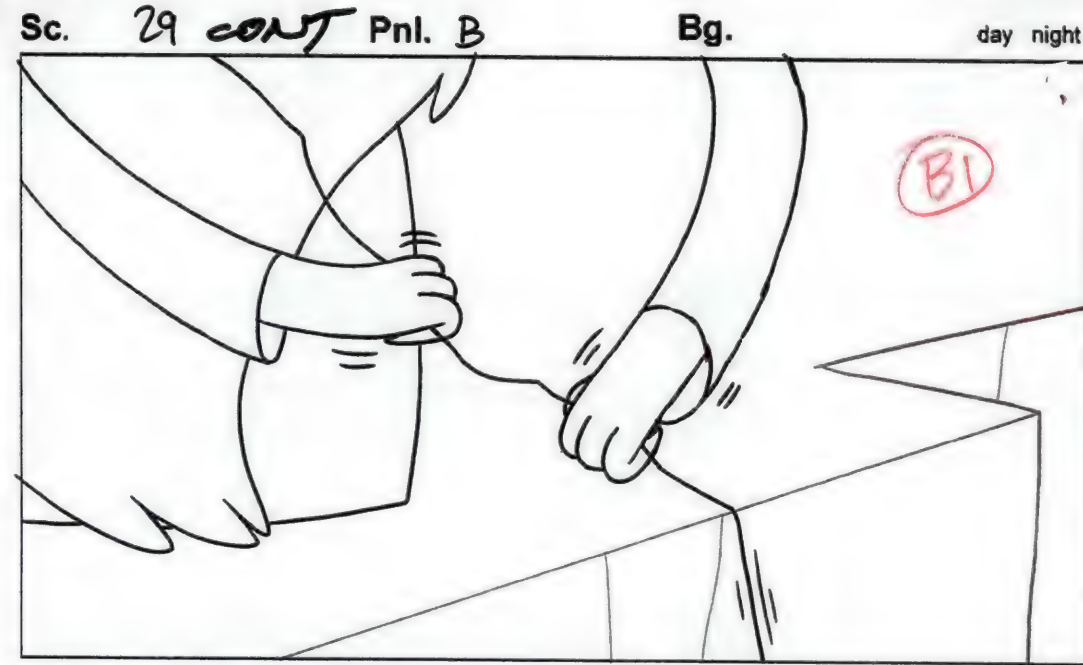
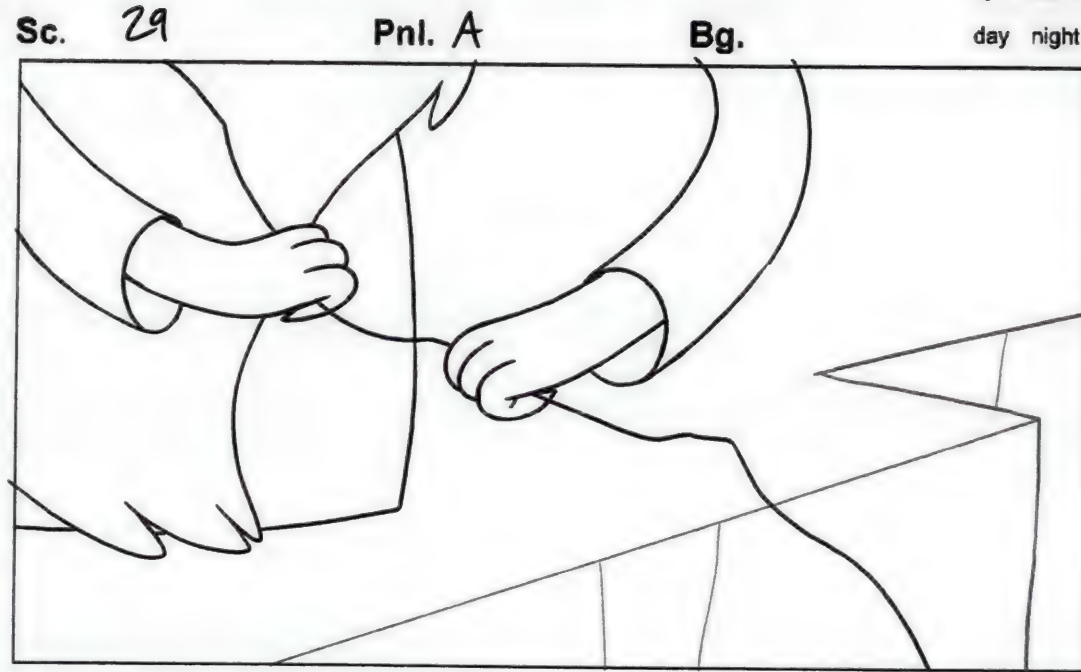
1034/242

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ADVENTURE TIME



Page 41



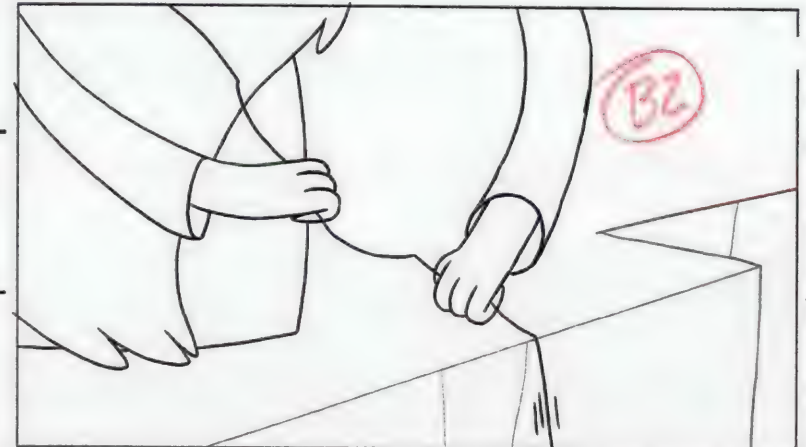
Dialog:

Action:

Timing:

(IK) WHAT THE...

(TUG TUG)
(A B... A B...)



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EPISODE #

1034/242

DEC 02 2015

Production :

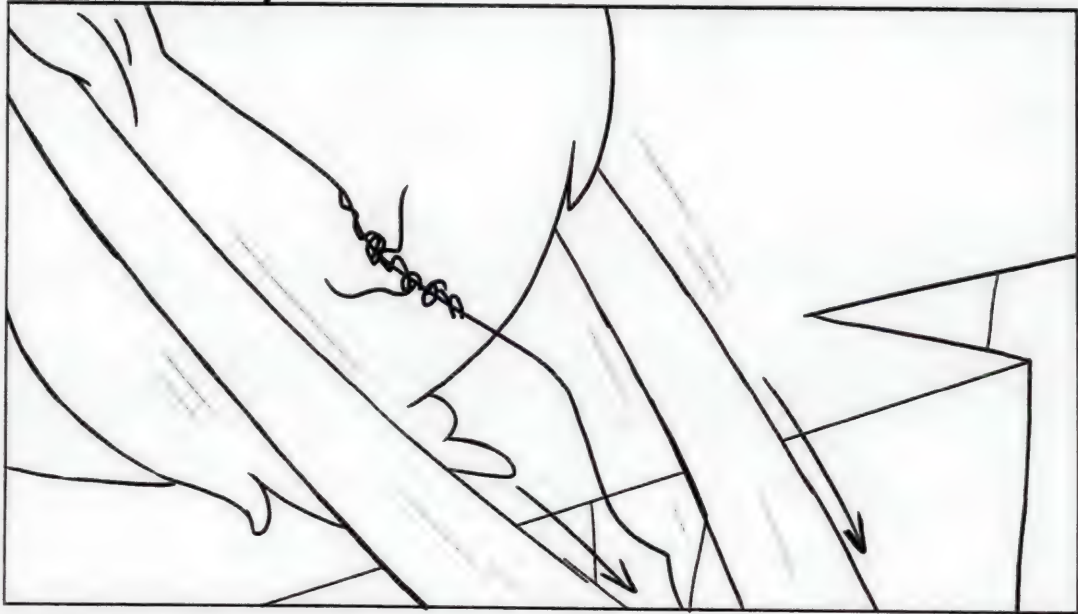
1034/242

ADVENTURE TIME

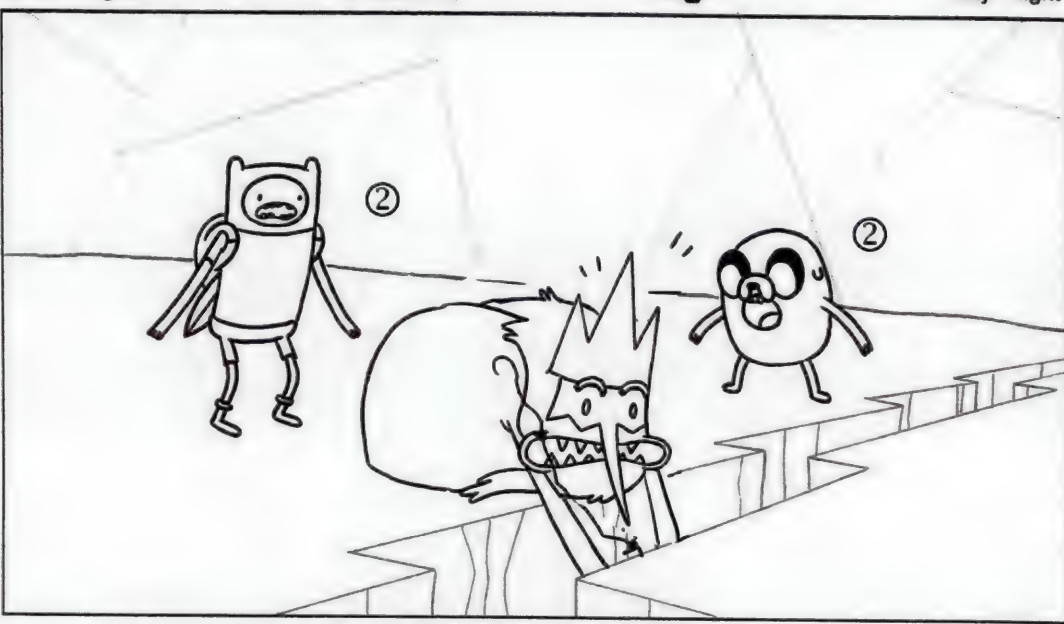


Page 42

Sc. 29 *CONT* Pnl. C Bg. day night



Sc. 30 Pnl. A Bg. day night



Dialog:

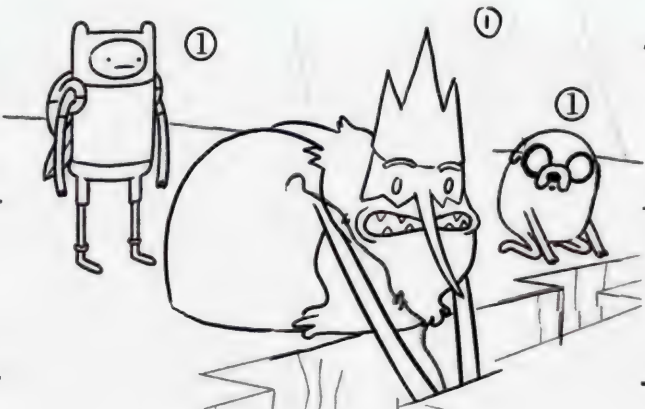
①K AHH! SOMETHIN'S GOT ME!

DEC 02 2015

Action:

- IK'S ARMS ARE YANKED FORWARD. (YANK!)

Timing:



EPISODE # 1034-242

Production :

1034/242

1034/242

1034/242

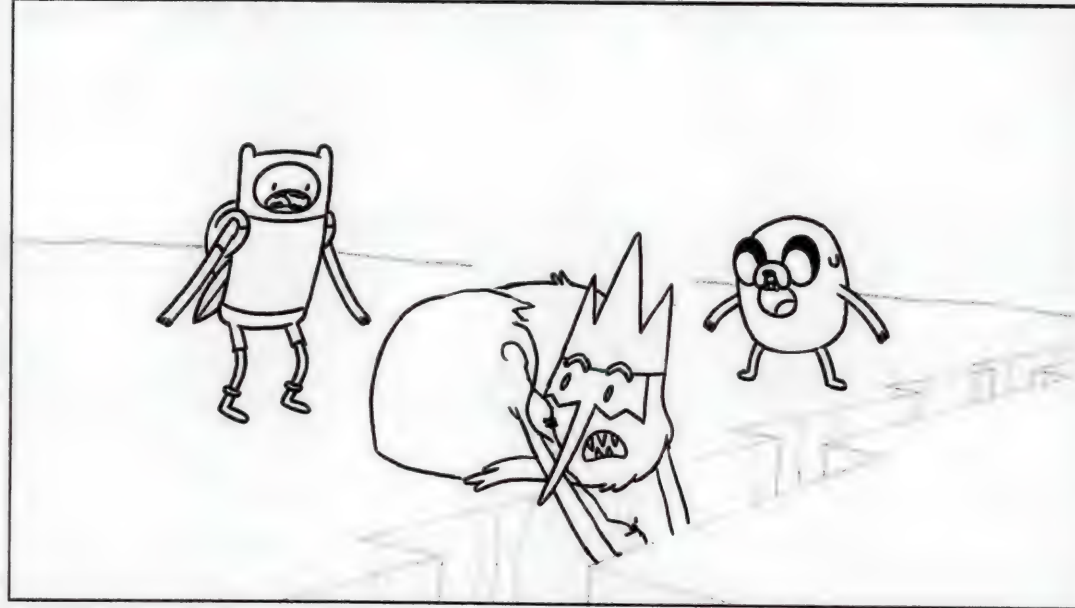
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ADVENTURE TIME

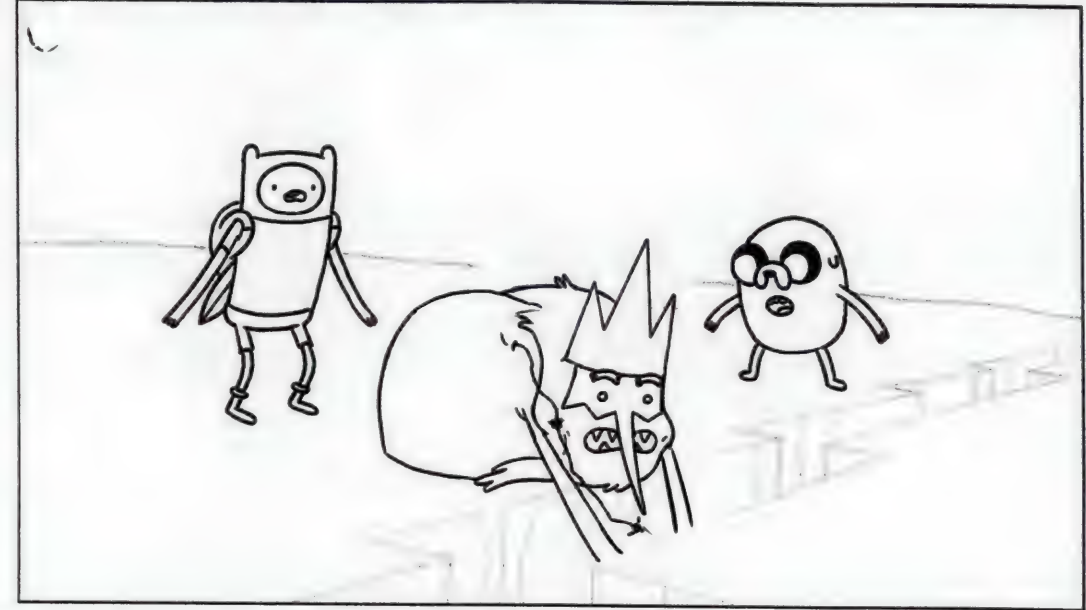


Page 43

Sc. 30 CONT Pnl. B Bg. day night



Sc. 30 CONT Pnl. C Bg. day night



Dialog:

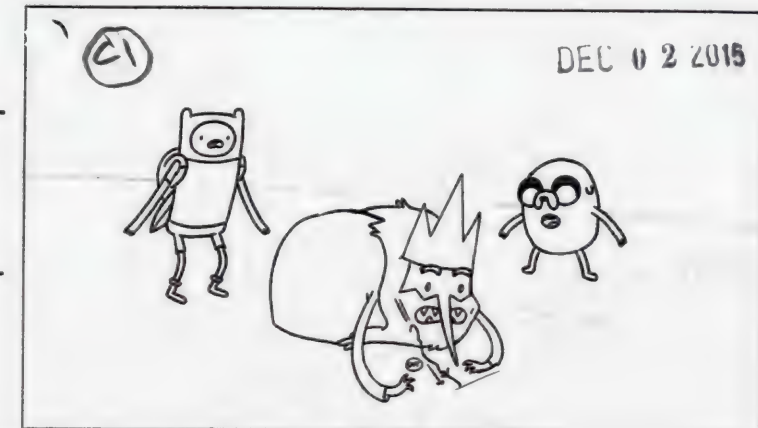
- Ⓕ LET GO OF THE HANGER!
- ⒾK HUH?
- Ⓙ LET GO!

ⒾK OH...

Action:

HANGER WIRE
WHIPS DOWN CRACK
AFTER RELEASE

Timing:



EPISODE # 1034-242

Production :

1034/242

1034/242

1034/242

ADVENTURE TIME



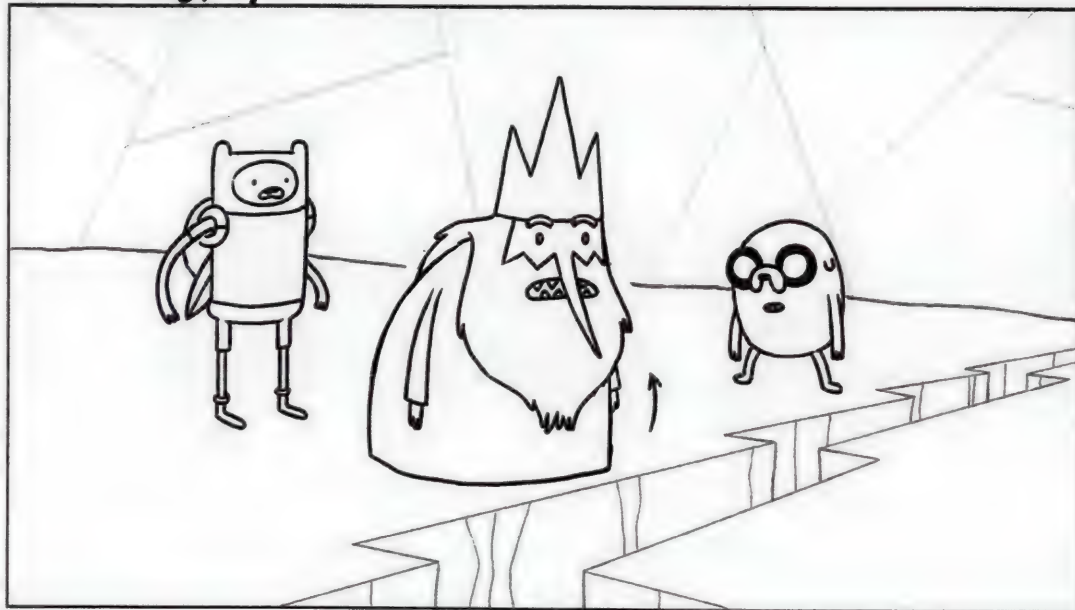
Page 44

Sc. 30 *CONT*

Pnl. D

Bg.

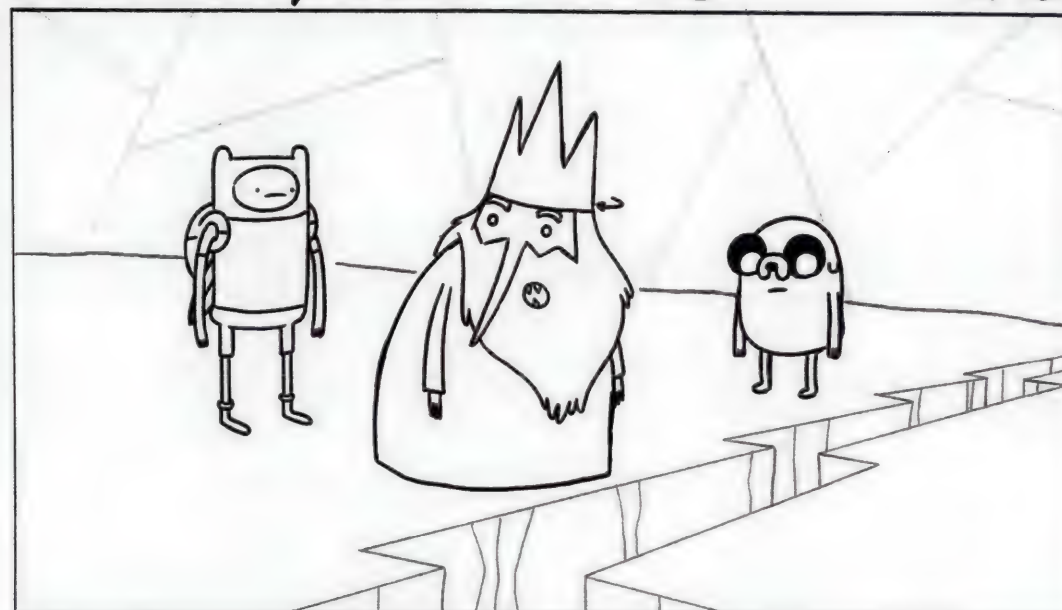
day night



Sc. 30 *CONT* Pnl. E

Bg.

day night



Dialog:

(IK) THERE'S SOMETHING DOWN THERE

Action:

- IK STANDS UP.

DEC 02 2015

Timing:

EPISODE # 1034-242

1034/242

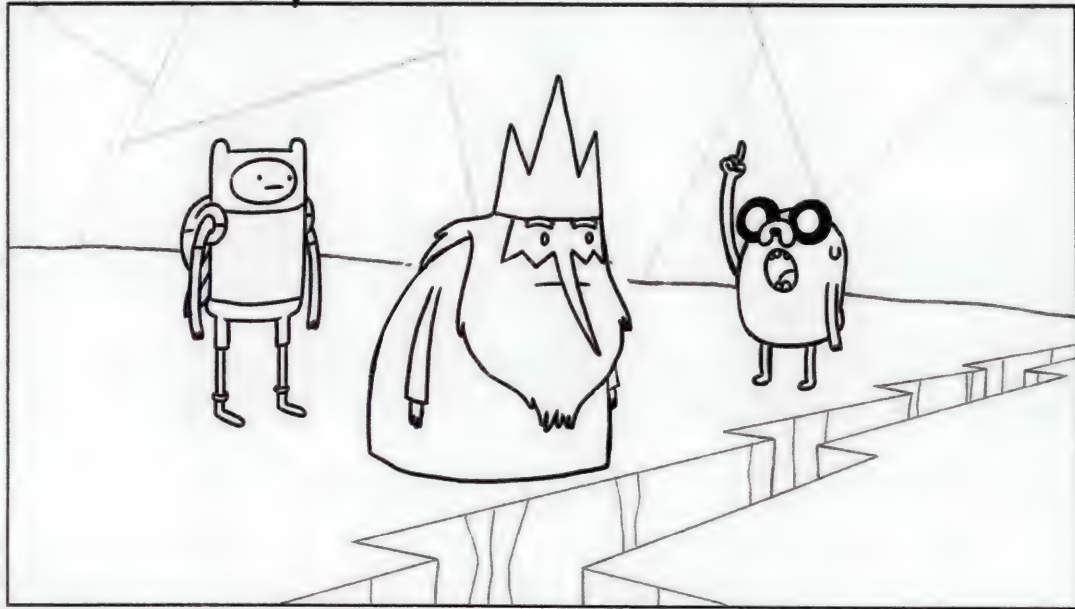
Production :

1034/242

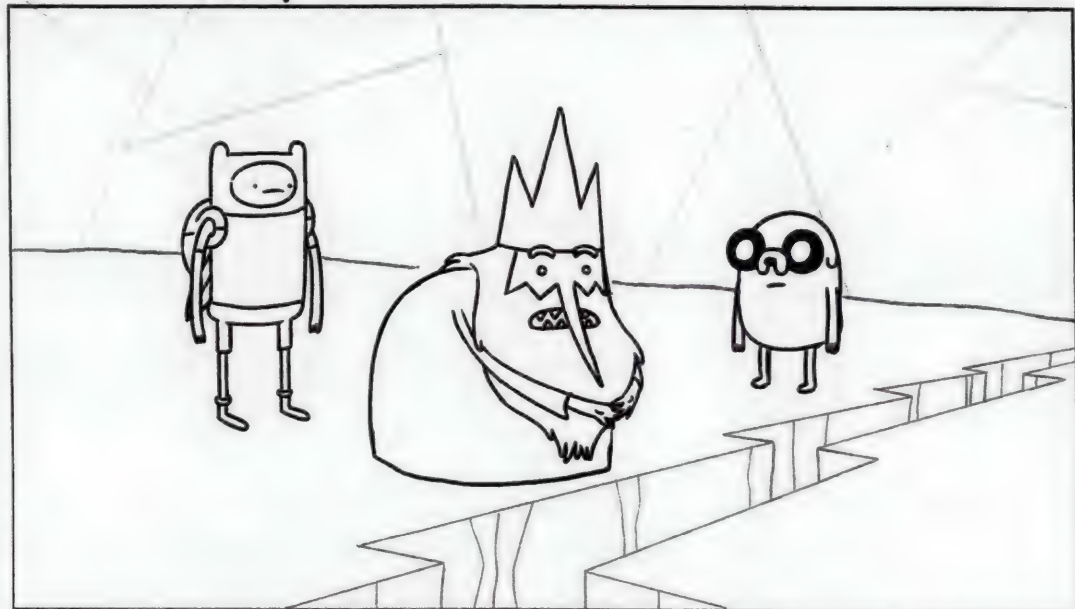
ADVENTURE TIME



Sc. 30 CONT Pnl. F Bg. day night



Sc. 30 CONT Pnl. G Bg. day night



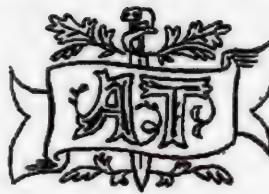
Dialog:	(J) THIS CALLS FOR AN INVESTIGATION!	(K) ALL RIGHT STAND BACK
Action:	(CRACKS KNUCKLES)	
Timing:	DEC 02 2015	

1034-242
EPISODE # 1034-242
Production :
1034/242

1034/242

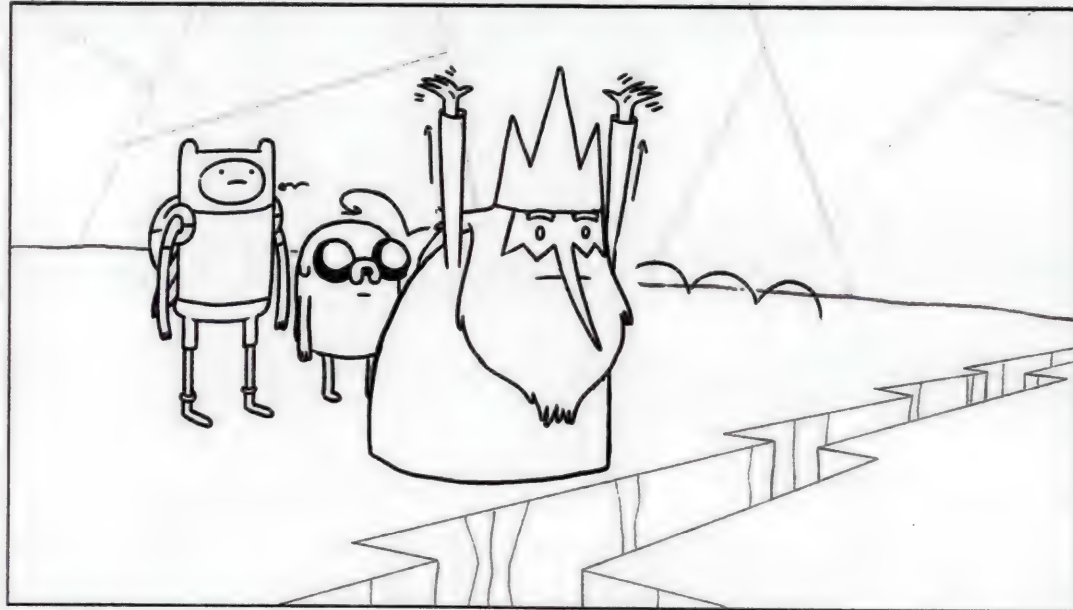
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ADVENTURE TIME

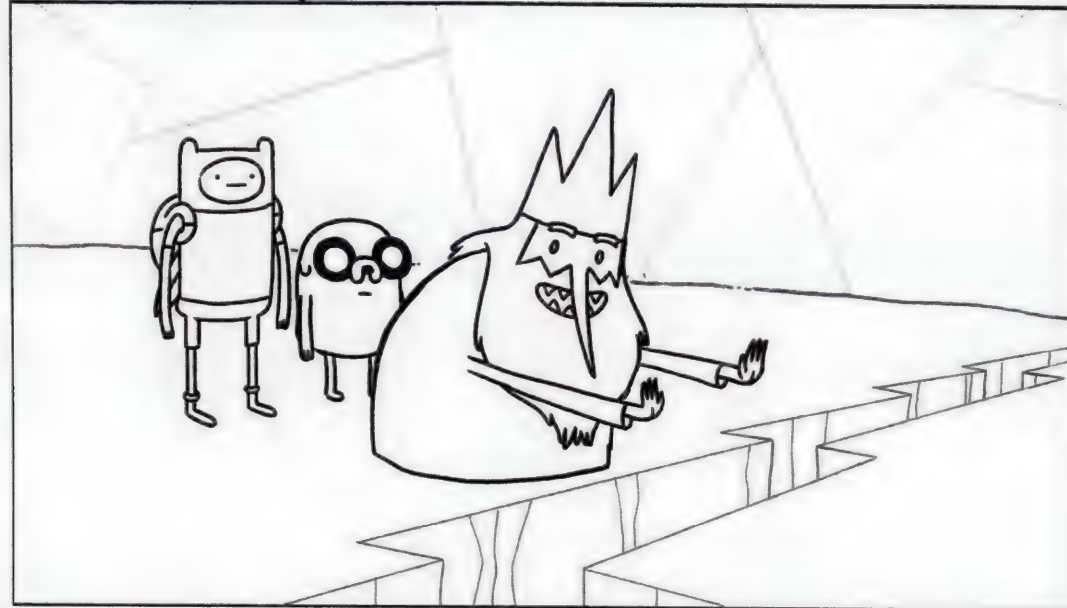


Page 46

Sc. 30 CONT Pnl. H Bg. day night



Sc. 30 CONT Pnl. I Bg. day night



Dialog:

(K) CHECK IT OUT.

Action:

(STRETCH
STRETCH)

(JAKE STANDS NEXT TO FINN)

DEC 02 2015

Timing:

EPISODE # 1034-242

Production :

1034/242

1034/242

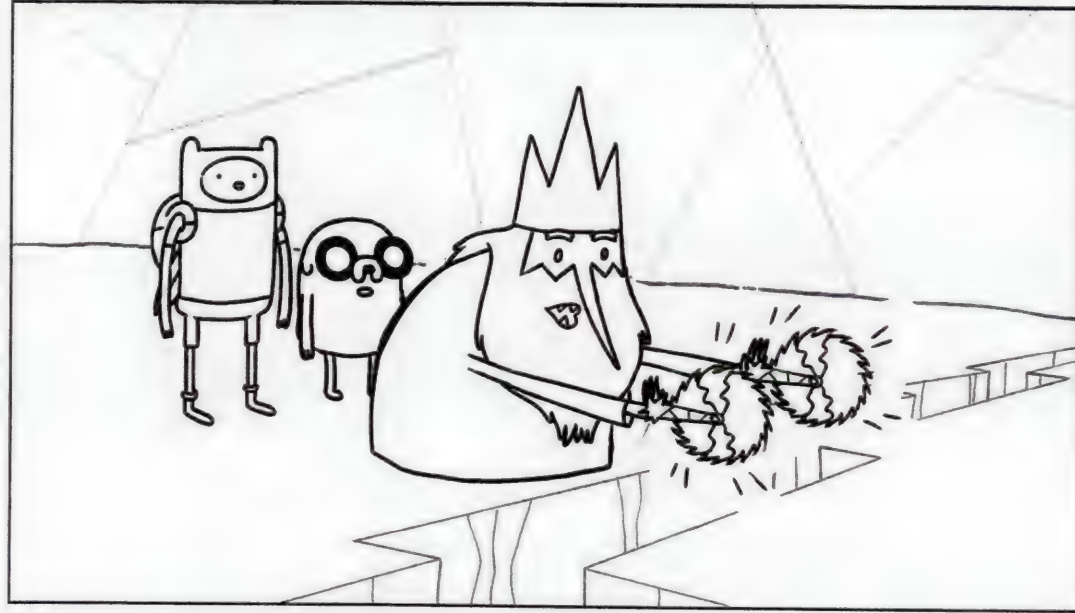
1034/242

ADVENTURE TIME

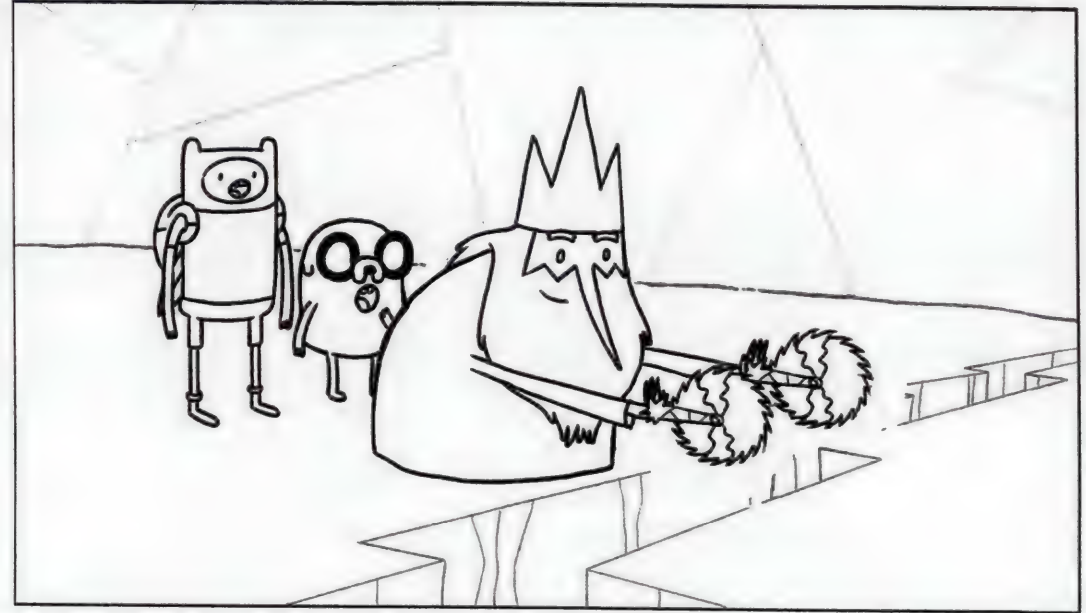


Page 47

Sc. 30 CONT Pnl. J Bg. day night



Sc. 30 CONT Pnl. K Bg. day night



Dialog:

(SFX) SHING!
SHING!

(F) WHOA!
(J) ICE BLADES!

Action:

- IK FORMS TWO ICE-SAW BLADES.

DEC 02 2015

Timing:

EPISODE # 1034-242

Production :

1034/242

1034/242

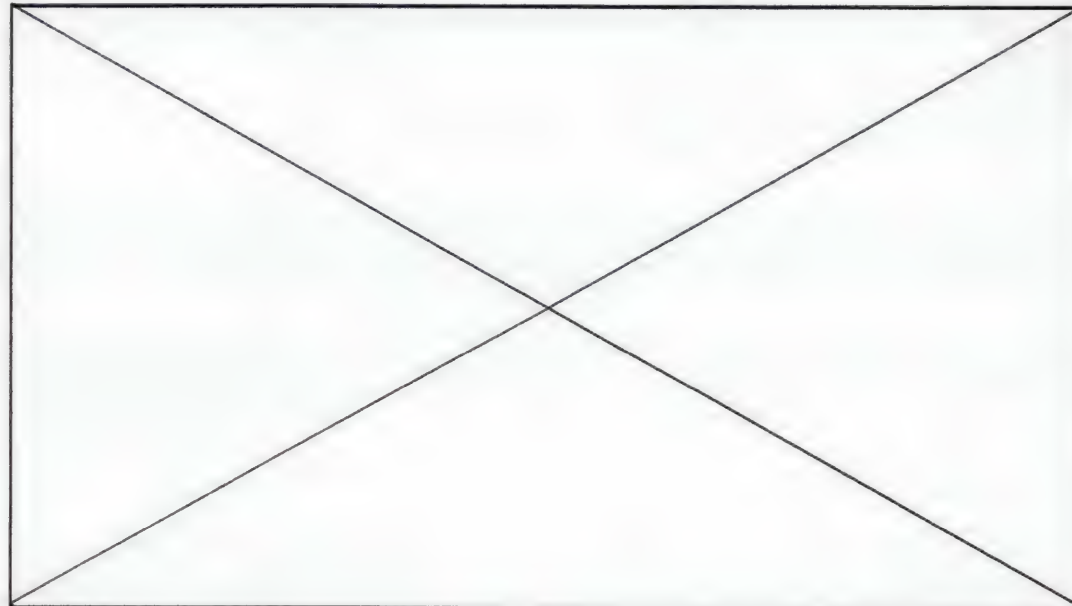
1034/242

ADVENTURE TIME

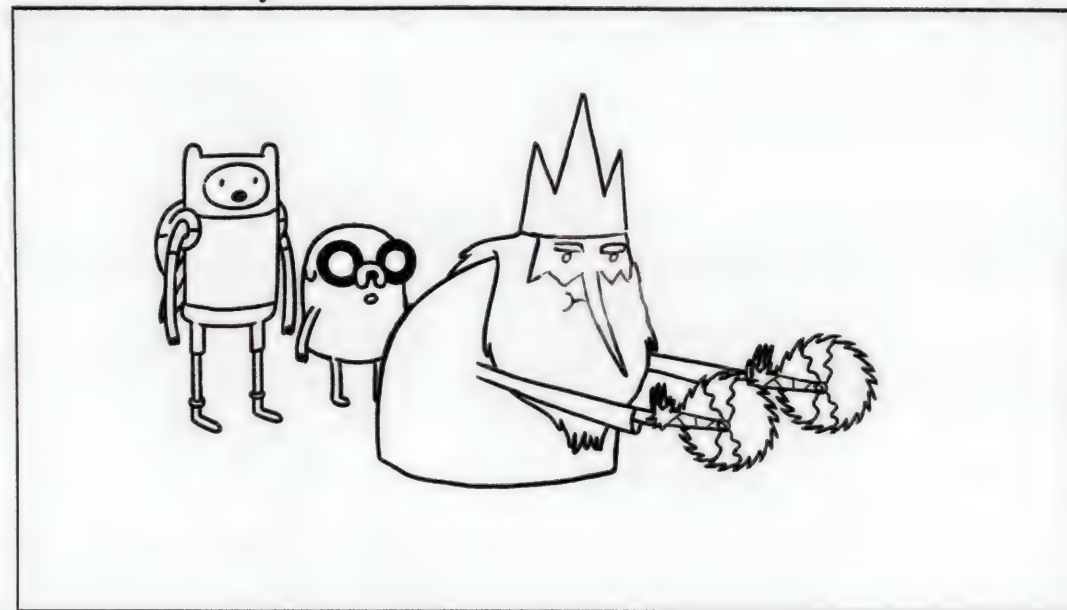


Page 48

Sc. Pnl. Bg. day night



Sc. 30 cont Pnl. L Bg. day night



Dialog:

(IK) HUNNNN...

Action:

-IK STRAINS.

DEC 0 2 2015

Timing:

EPISODE # 1034-242

Production :

1034/242

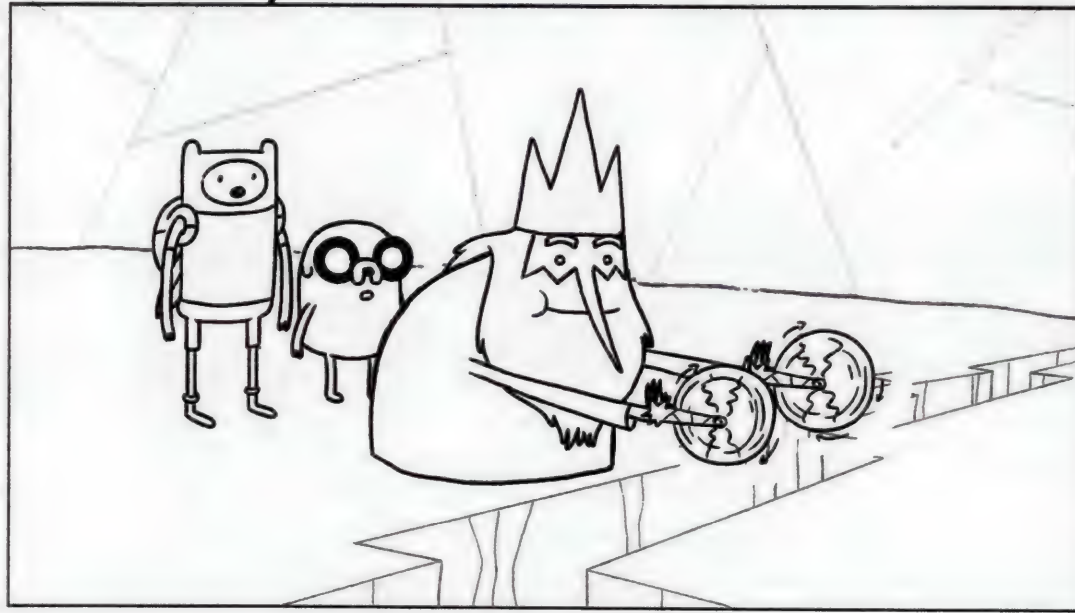
1034/242

1034/242

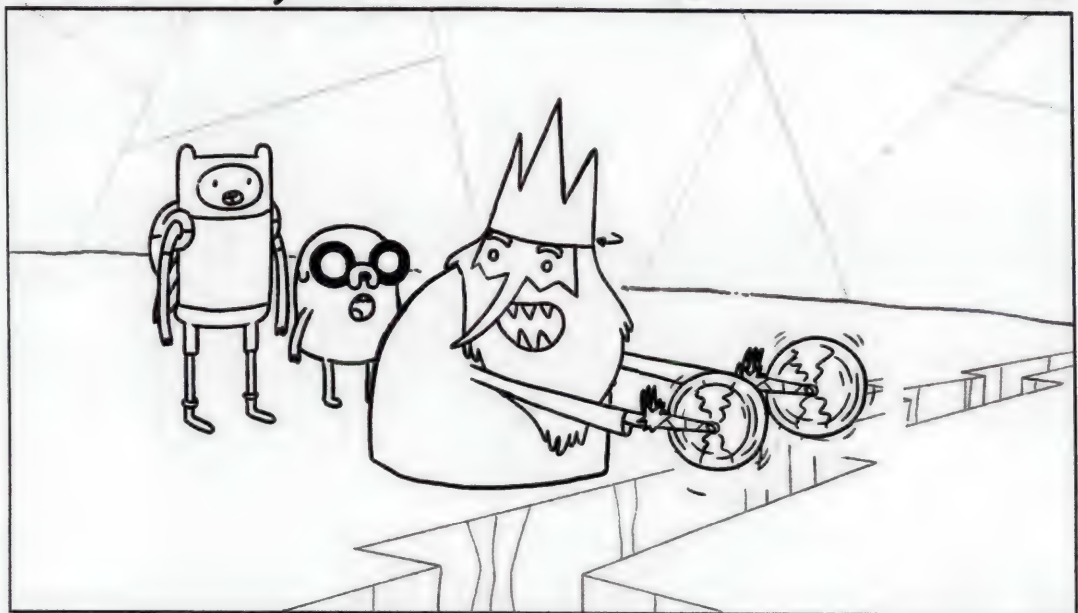
ADVENTURE TIME



Sc. 30 *CONT* Pnl. M Bg. day night



Sc. 30 *CONT* Pnl. N Bg. day night



Dialog:	(SFX) WRIRRRR	(IK) FOLLOW ME FELLAS!
Action:	- BLADES SPIN.	
Timing:	DEC 02 2015	

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Production :

1034/242

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ADVENTURE TIME



Sc. 31

Pnl.

Bg.

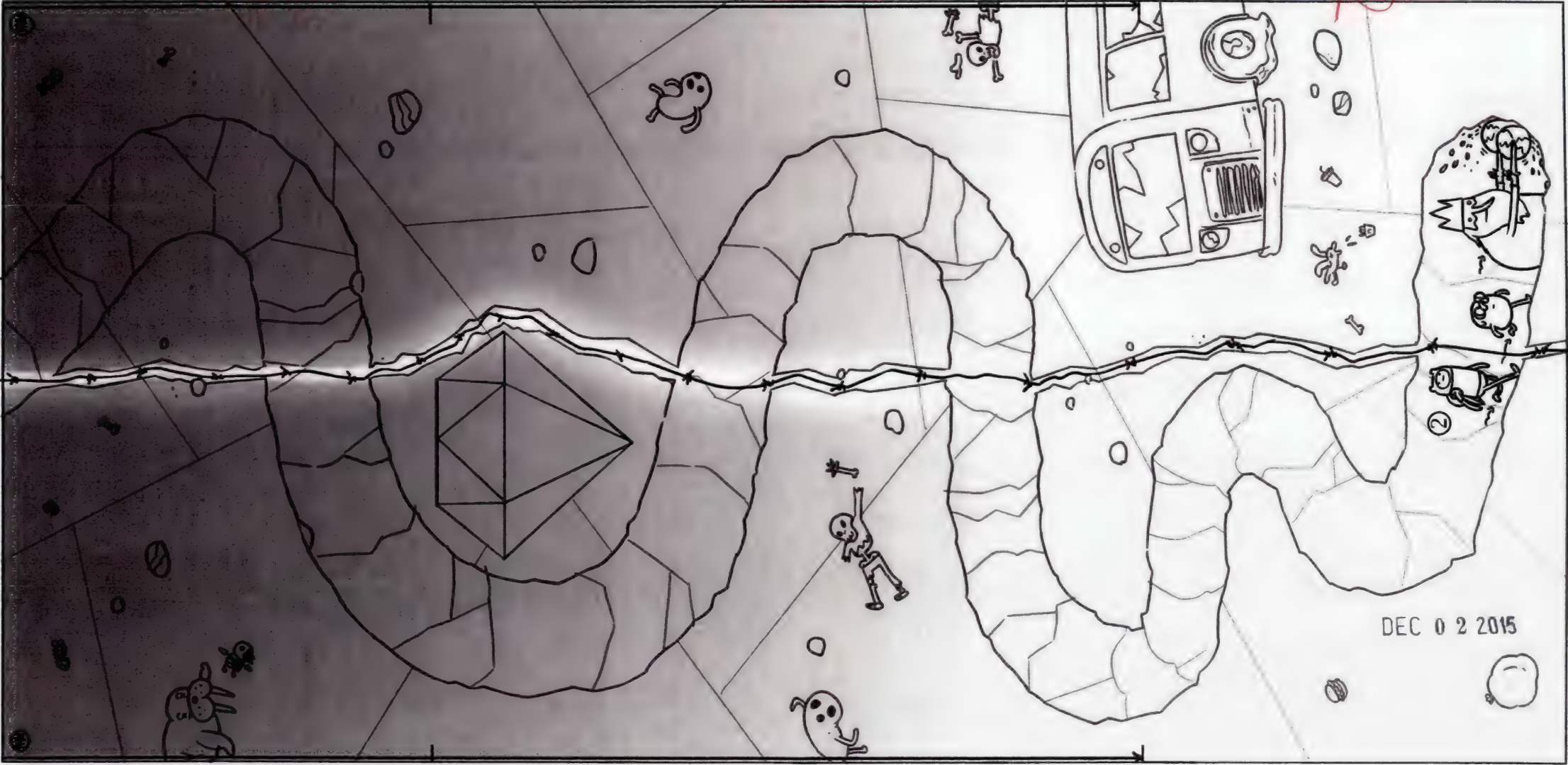
day night

VERT-PAN DOWN DEEPER INTO ICE KINGDOM.

A + start

vert 2
28-4

22 34



DEC 02 2015

Production :

EPISODE #

1034-242

1034/242

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1034/242

ADVENTURE TIME



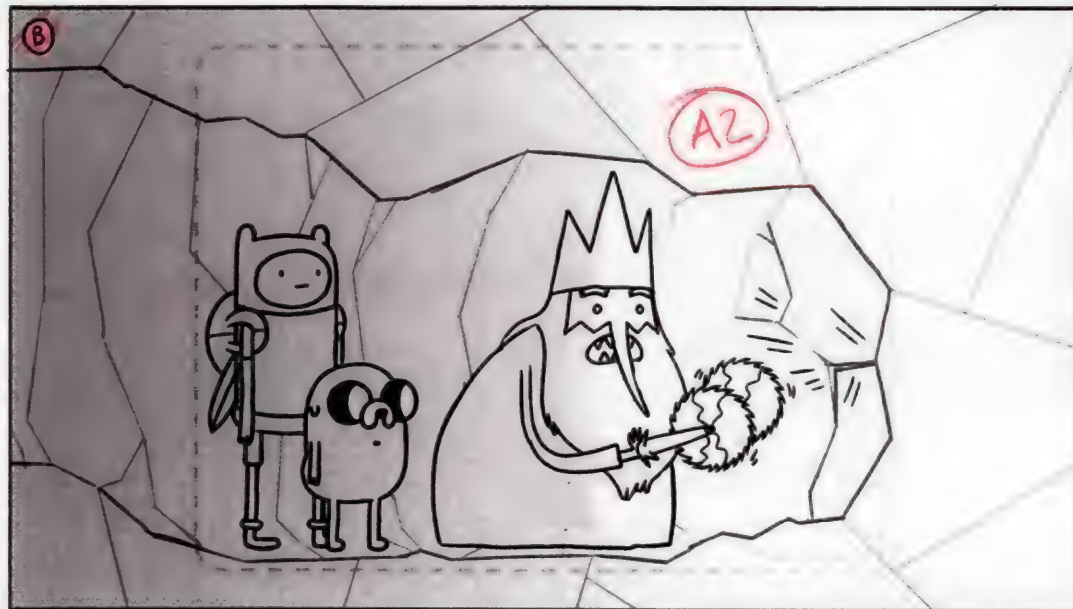
Page 51

Sc. 32

Pnl. A

Bg.

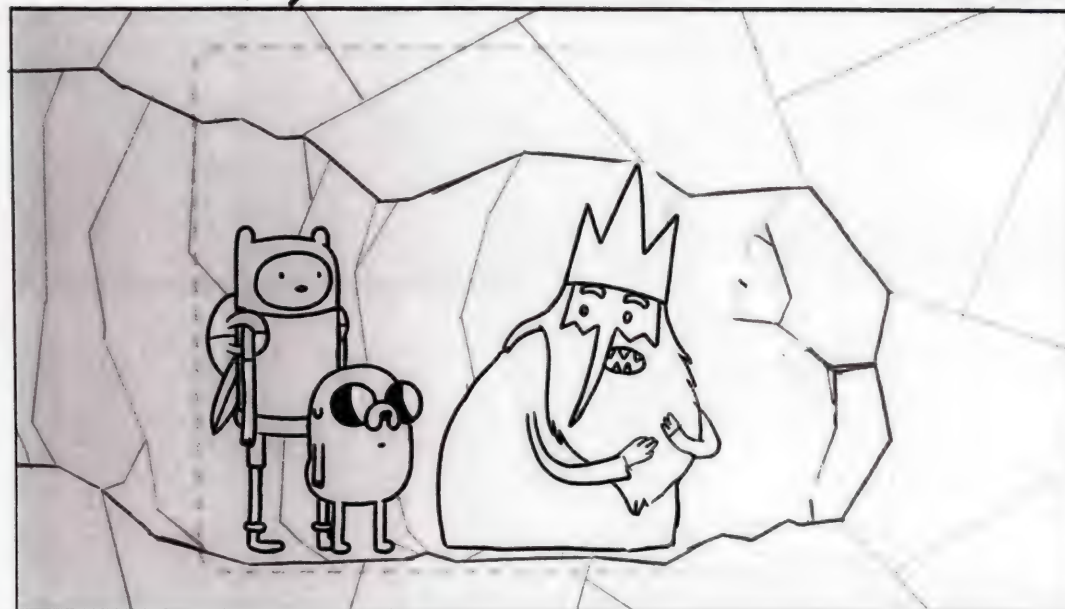
day night



Sc. 32 *CONT* Pnl. B

Bg.

day night



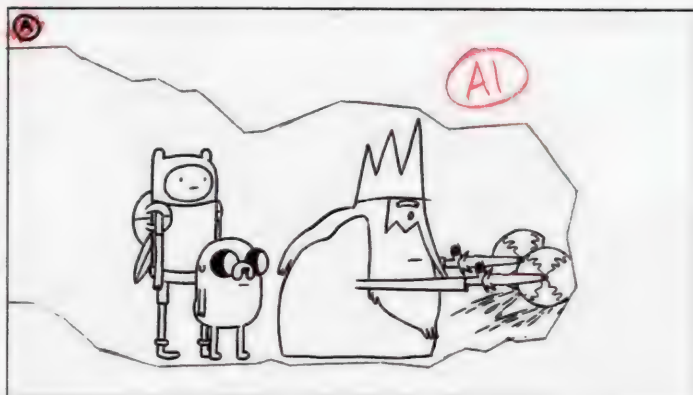
Dialog:

(IK) WATCH YOUR HEADS

SFX: *SKSH*

Action:

Timing:



(A) (B)
< BREAKS THRU
ICE >

- ICE BLADES DISSIPATE.

DEC 02 2015

Production :

EPISODE #

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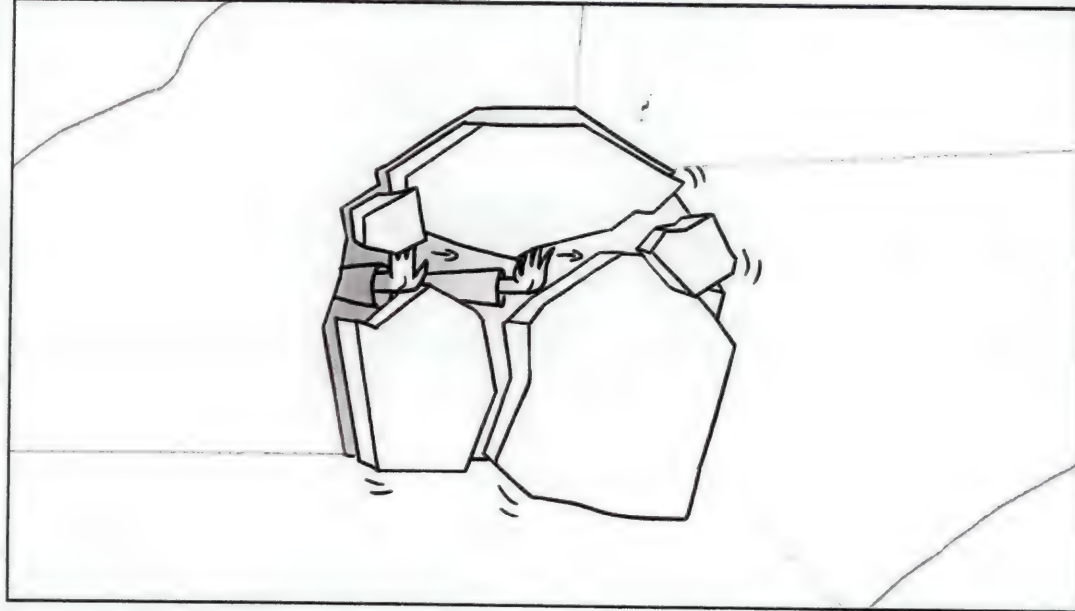
1034/242

ADVENTURE TIME

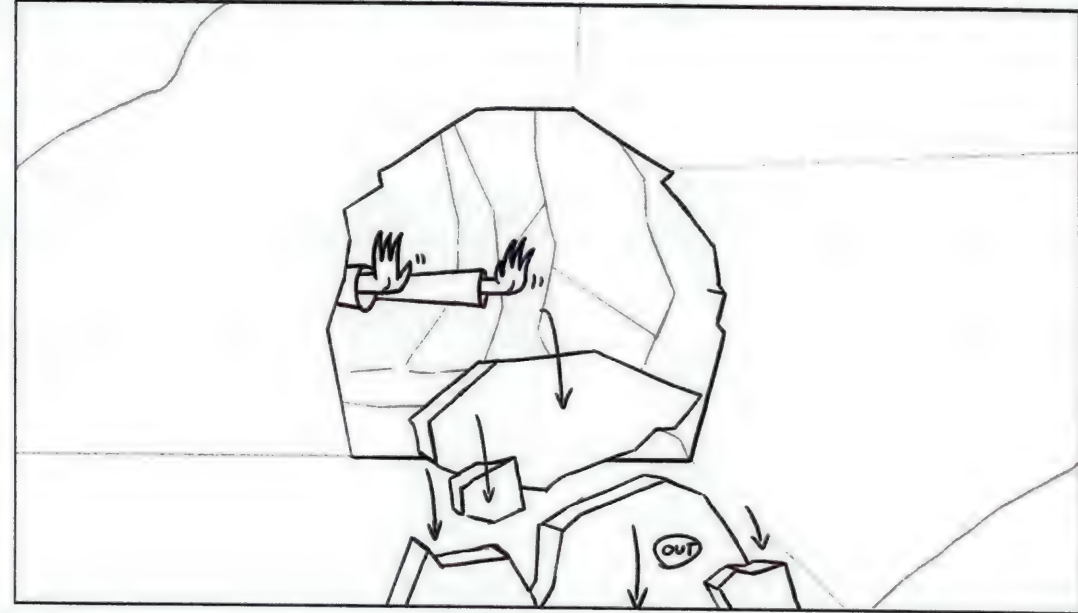


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Sc. 33 Pnl. A Bg. day night



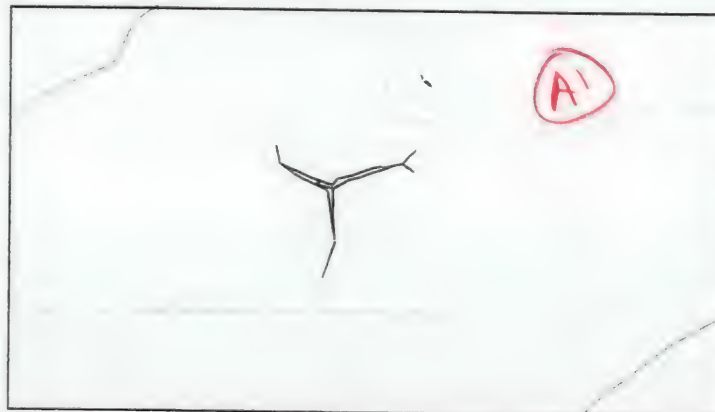
Sc. 33 CONT Pnl. B Bg. day night



Dialog:

(SFX) SCHUNK!

Action:



Timing:

- IK PUSHES ICE OUT OF TUNNEL ENTRANCE

DEC 0 2 2015

1034-242

EPISODE #

1034/242

Production :

1034/242

ADVENTURE TIME

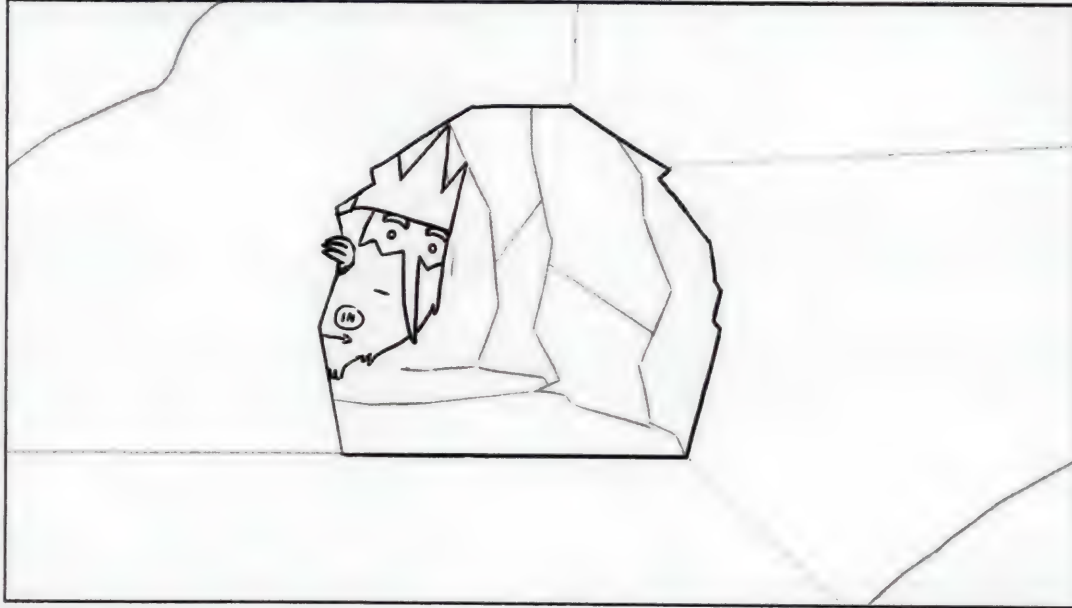


Page 53

Sc. 33 *cont* Pnl. C

Bg.

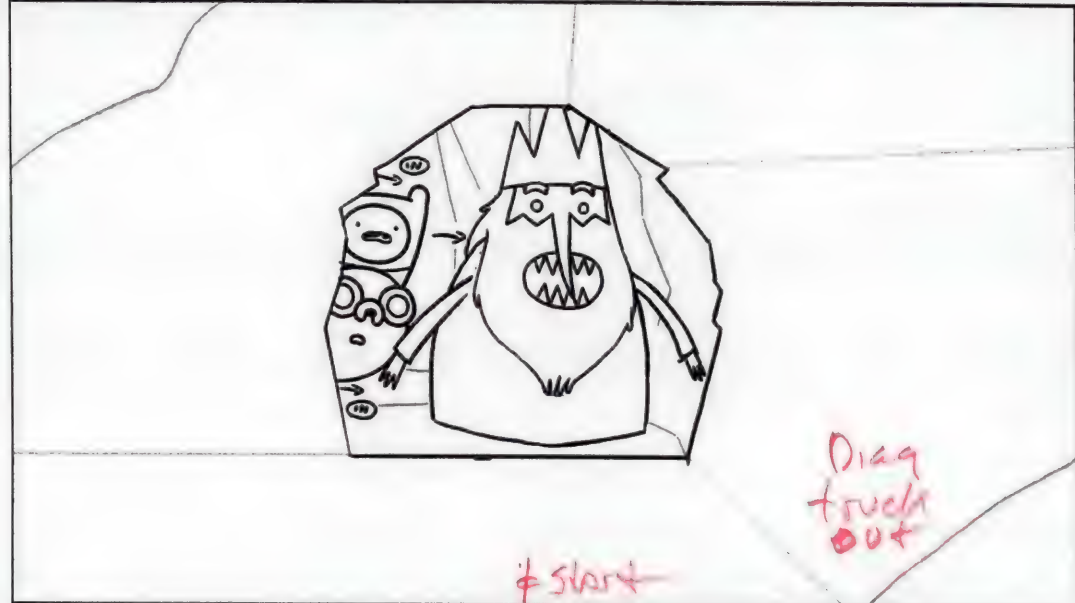
day night



Sc. 33 *cont* Pnl. D

Bg.

day night



Dialog:

(IK) HOLY MOLEY!

Action:

- IK PEEKS OUT.

DEC 02 2015

Timing:

EPISODE # 1034-242

Production :

1034/242

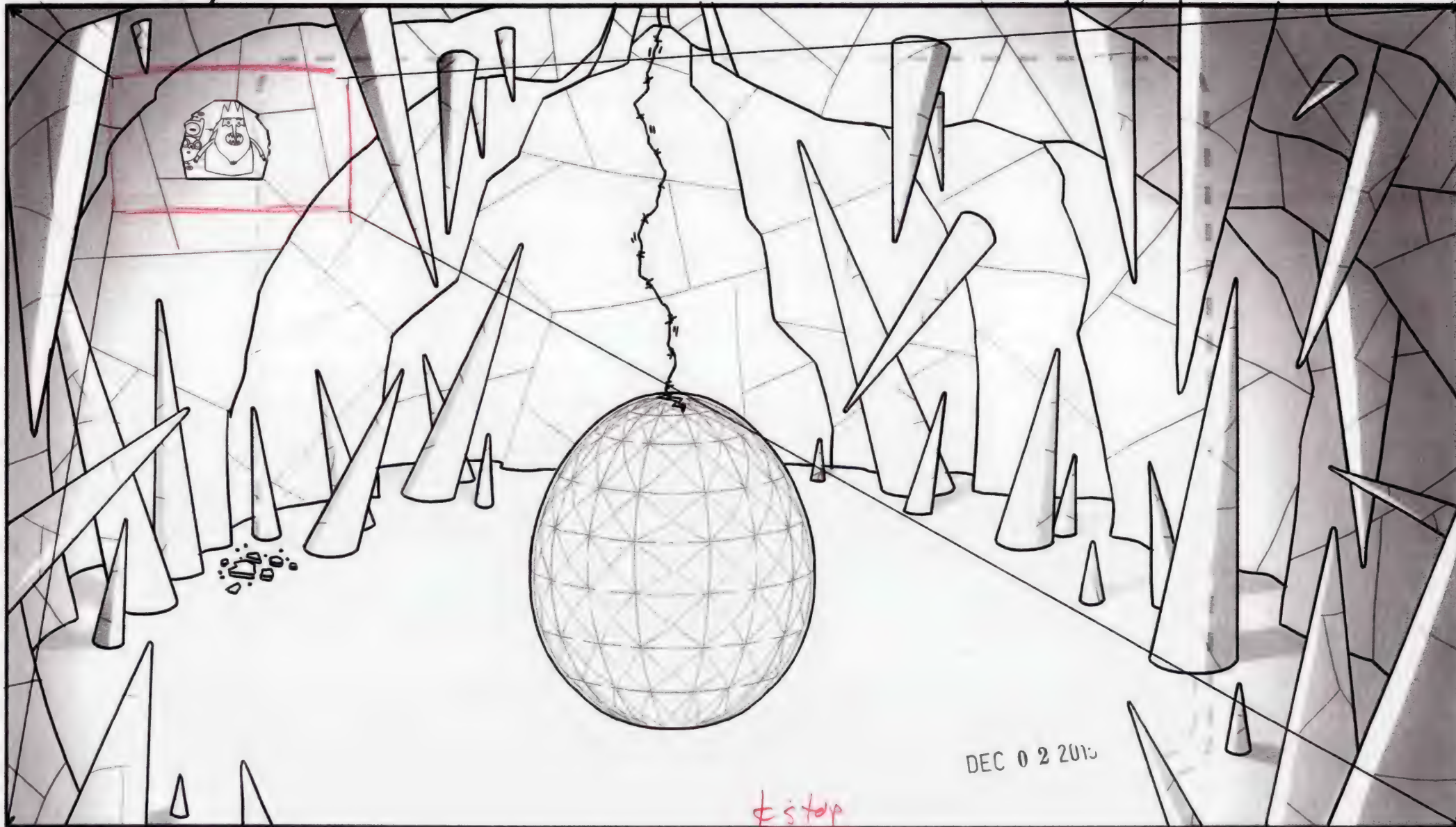
1034/242

ADVENTURE TIME



Page 54

Sc. 33 *cont* Pnl. E Bg. day night Sc. Pnl. Bg. day night



DEC 02 2010

stop

- TRUCK OUT TO REVEAL CHAMBER

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Production :

1034/242

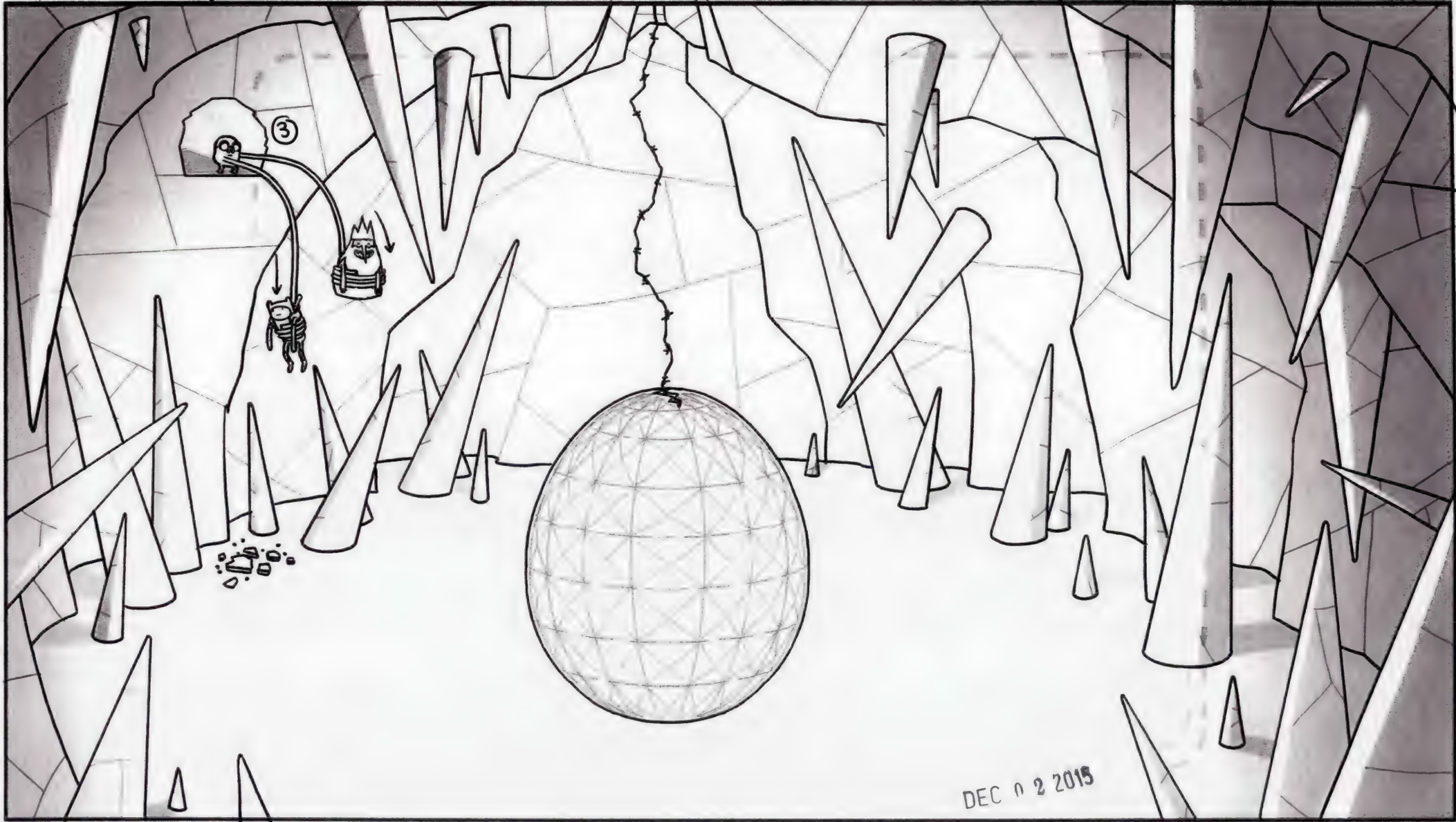
1034/242

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ADVENTURE TIME



Sc. 33 *cont* Pnl. F Bg. day night Sc. Pnl. Bg. day night



DEC 02 2015



Production :

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1034/242

1034/242

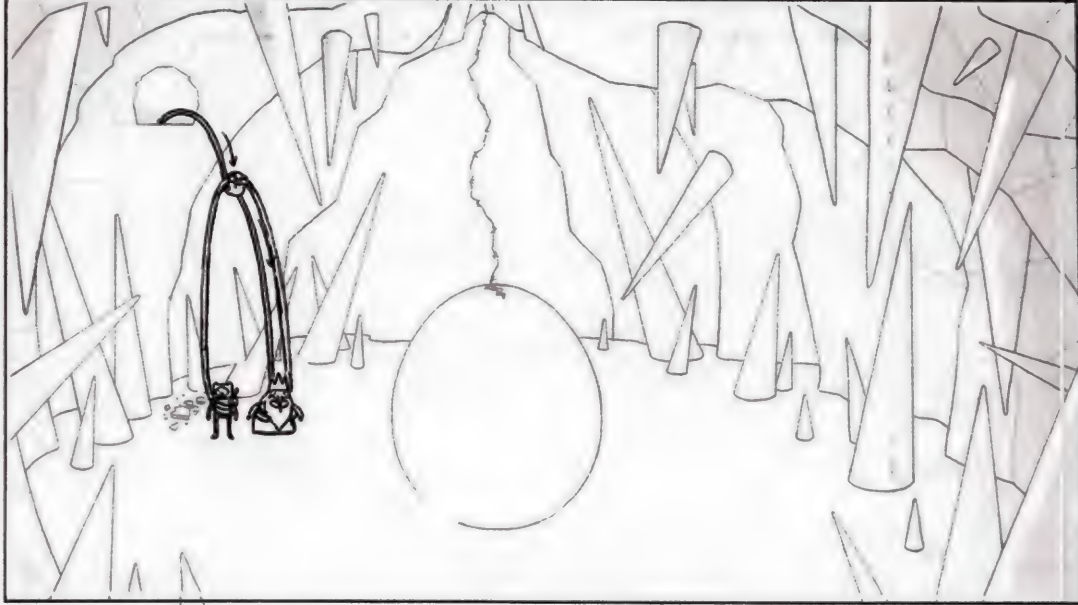
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ADVENTURE TIME

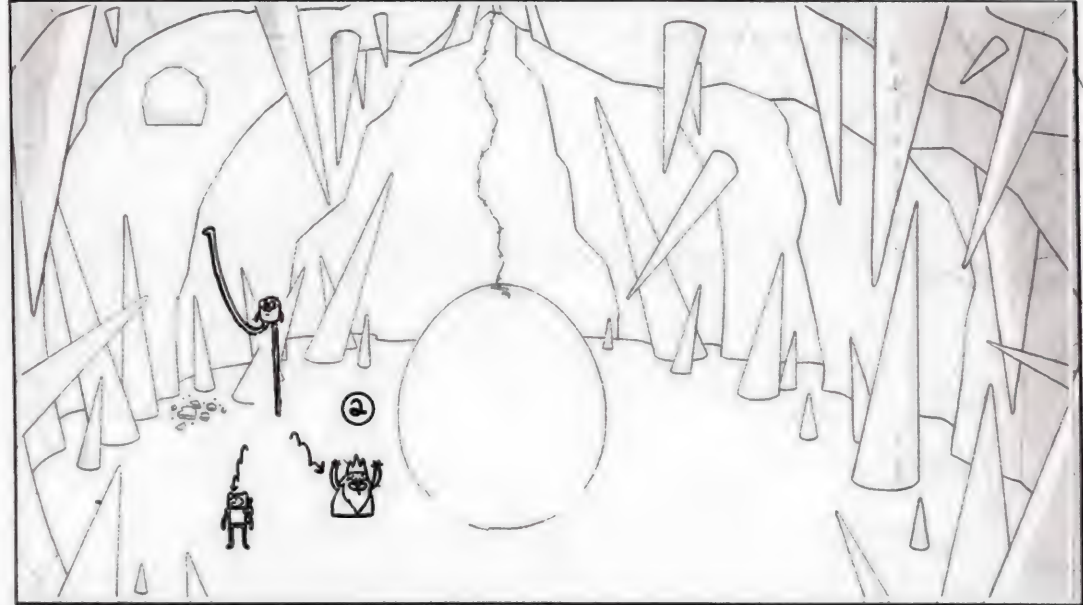


Page 56

Sc. 33 *cont* Pnl. G Bg. day night



Sc. 33 *cont* Pnl. H Bg. day night



Dialog:

(IK) DO YOU KNOW WHAT THIS EXTRA
SQUARE FOOTAGE MEANS --

Action:

- J. STRETCHES TO GROUND.
- IK WALKS FORWARD

Timing:

DEC 02 2015



EPISODE # 1034-242

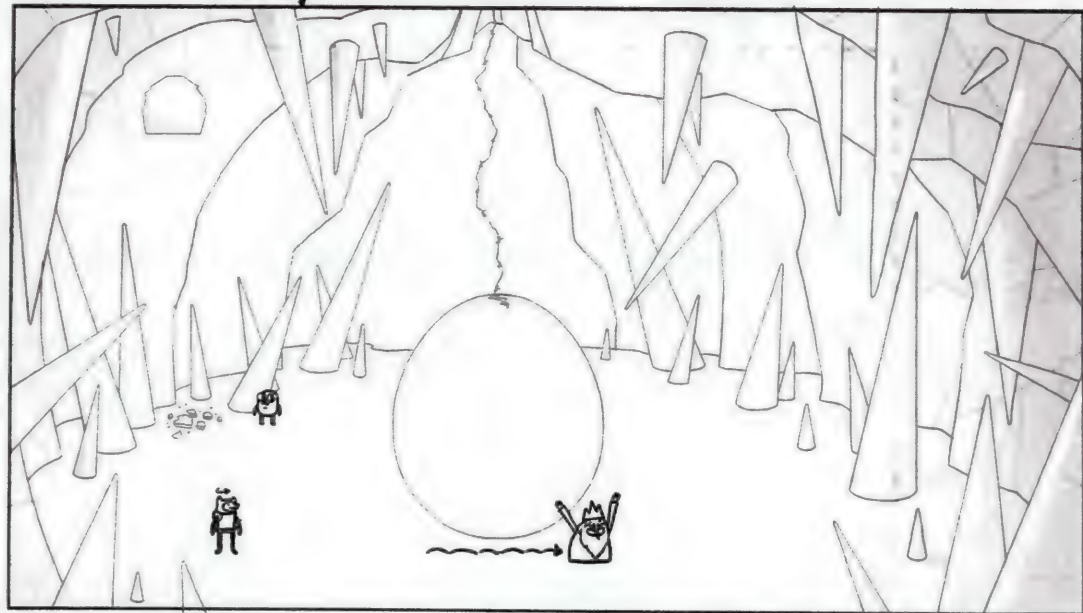
Production :

1034/242

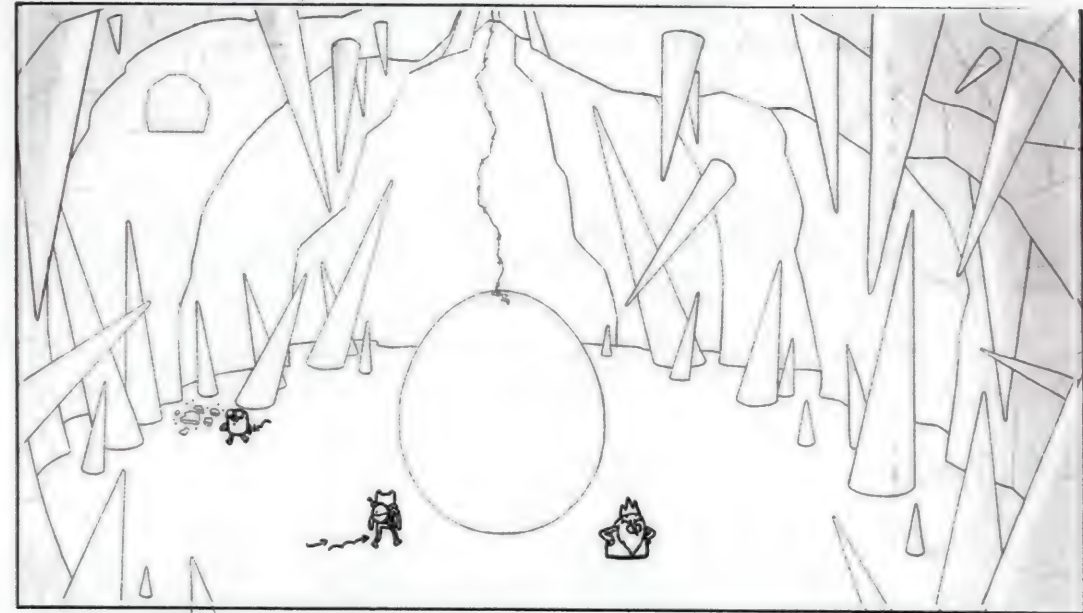
ADVENTURE TIME



Sc. 33 *cont* Pnl. I Bg. day night



Sc. 33 *cont* Pnl. J Bg. day night



Dialog:	(HK) WHEN I DECIDE TO SELL?
Action:	(FINN NOTICES THE SPHERE) (FINN CROSSES TO ICE SPHERE)
Timing:	DEC 02 2015

1034/242

EPISODE # 1034-242

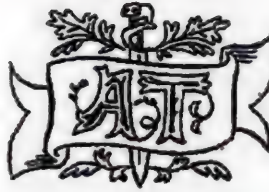
1034/242

Production :

1034/242

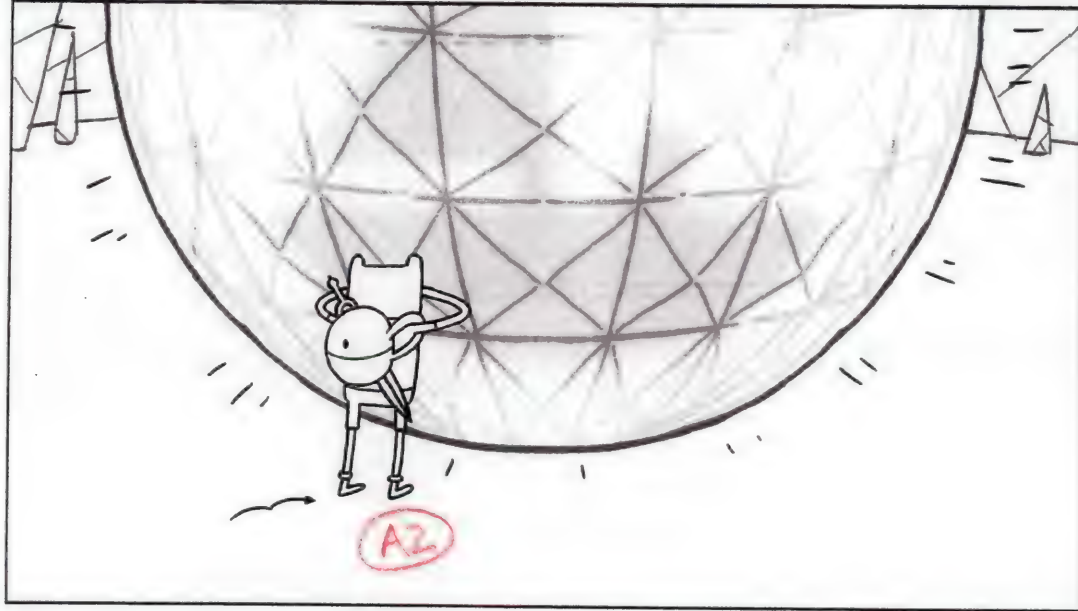
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ADVENTURE TIME

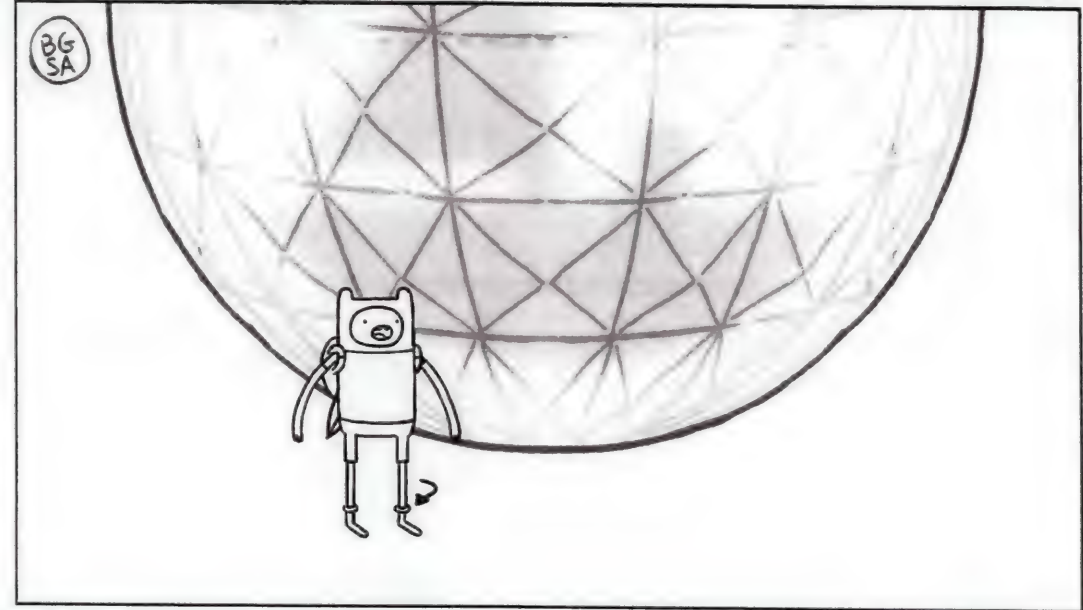


Page 58

Sc. 34 Pnl. A Bg. day night



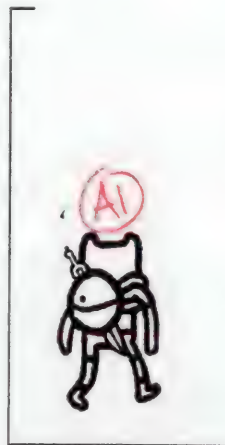
Sc. 34 *cont* Pnl. B Bg. day night



Dialog:

Action:

Timing:



(F)

THERE'S SOMETHIN IN' HERE!

DEC 02 2015

EPISODE # **1034-242**

Production :

1034/242

1034/242

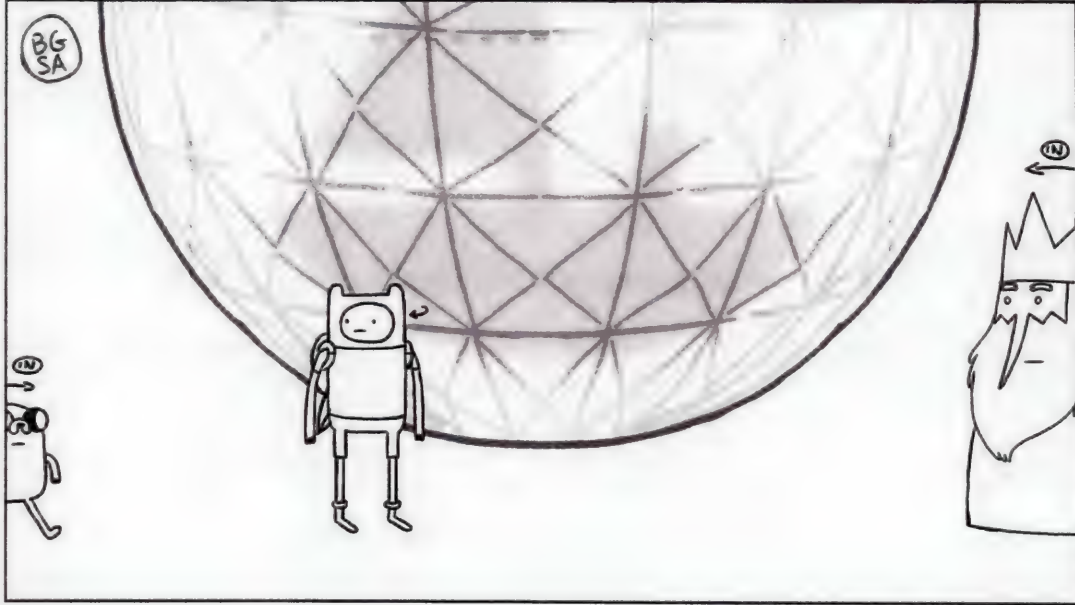
1034/242

ADVENTURE TIME

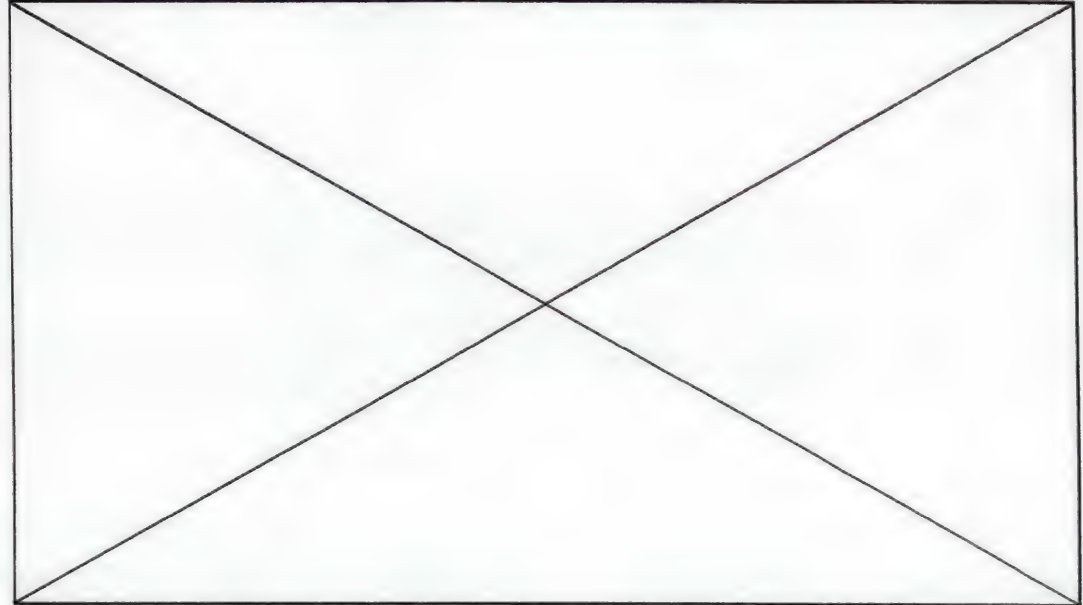


Page 59

Sc. 34 const Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

- J. + IK WALK ON/S,

Timing:

DEC 02 2015

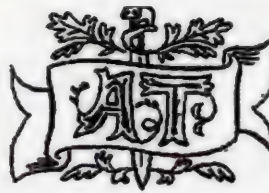
EPISODE # 1034-242

Production :

1034/242

1034/242

ADVENTURE TIME

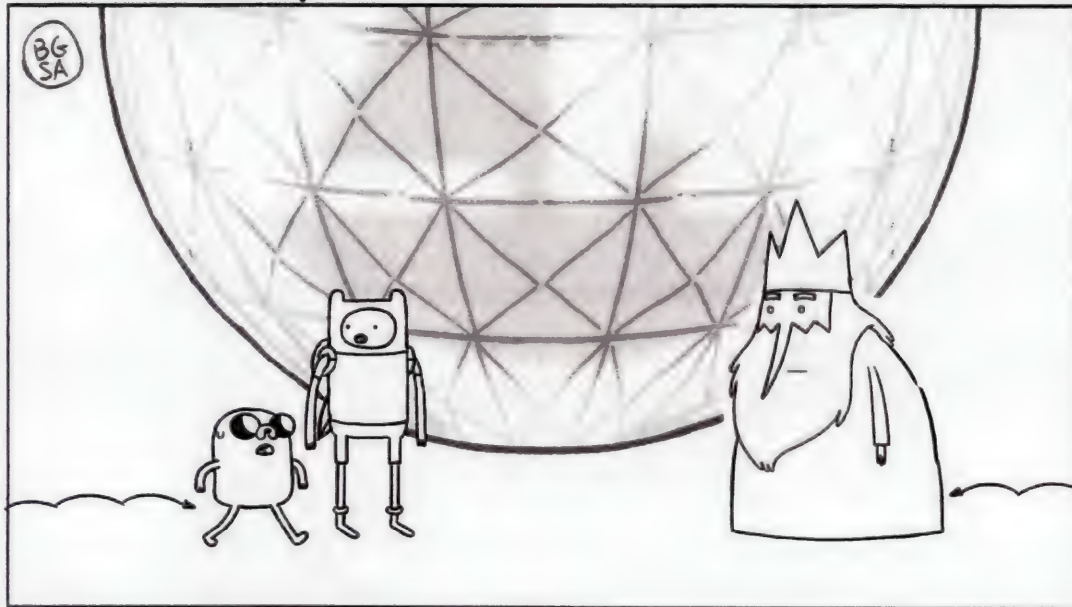


Page 60

Sc. 34 CONT Pnl. D

Bg.

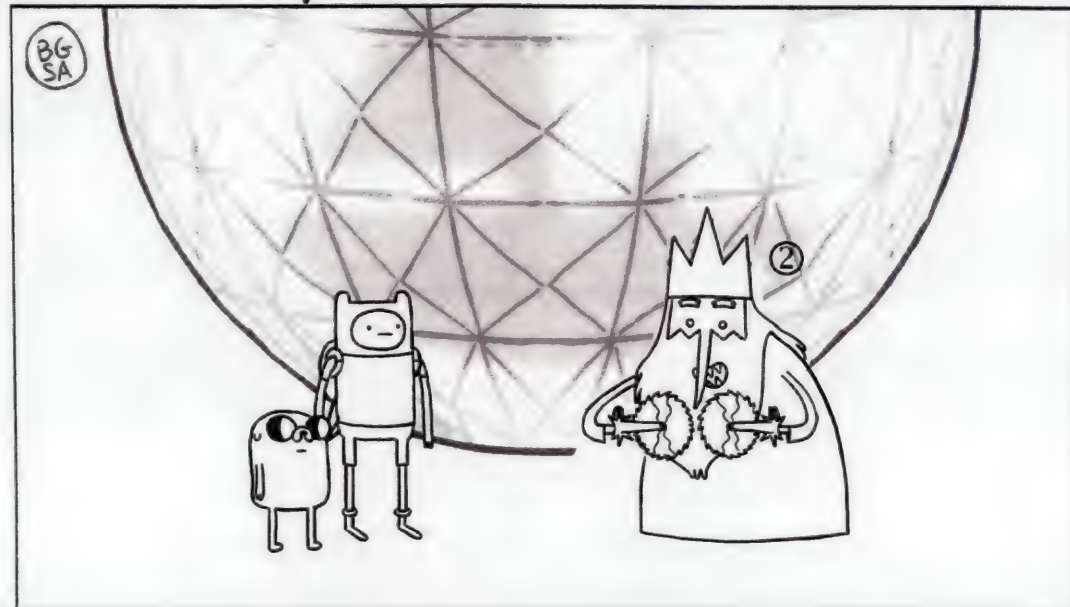
day night



Sc. 34 CONT Pnl. E

Bg.

day night



Dialog:
 (J) WHAT IS IT?
 (F) DUNNO

(IK) WELP, NO REST FOR THE SEXY.
 (SFX) SHING! SHING!

Action:

- IK FORMS
 ICE BLADES.

Timing:



DEC 02 2015

EPISODE # 1034-242

1034/242

Production :

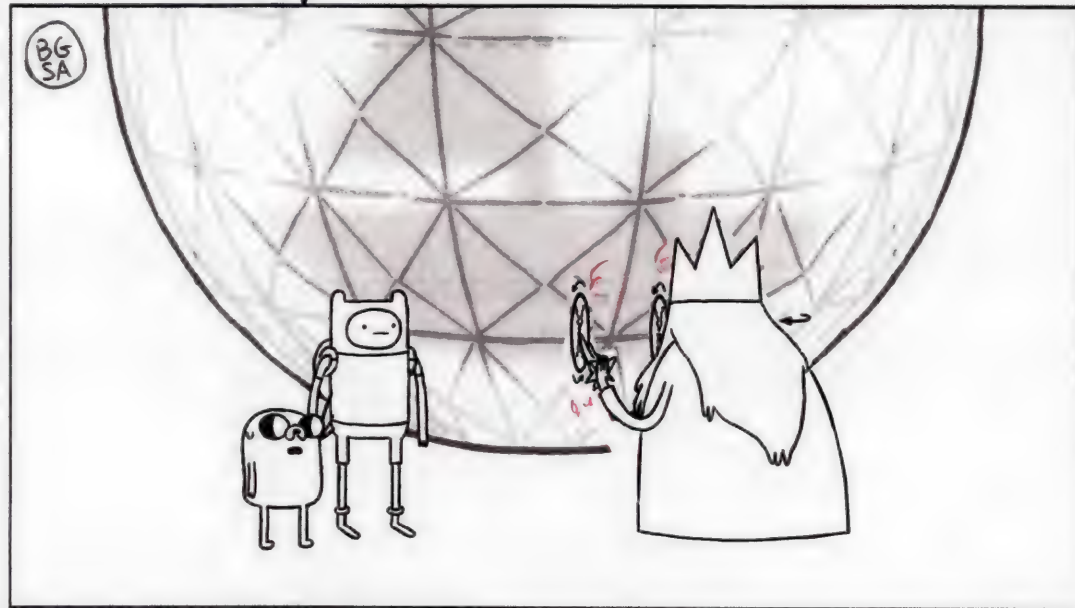
1034/242

ADVENTURE TIME

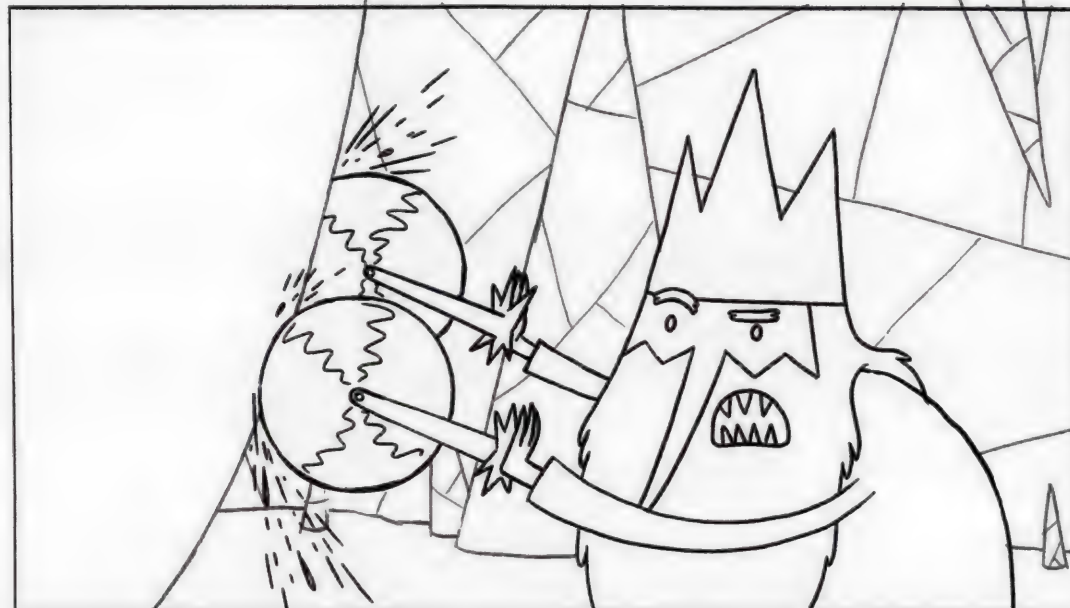


Page 61

Sc. 34 cont Pnl. F Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog:

(J) THAT'S NOT THE EXPRESSION...

(SFX) WHIRRRR!

(IK) BOY THIS IS STRONG, A LOT STRONGER THAN MY ICE.

SFX: * GRINDING *

Action:

- IK TRIES TO CUT INTO EGG.

DEC 02 2015

Timing:

EPISODE # 1034-242

1034/242

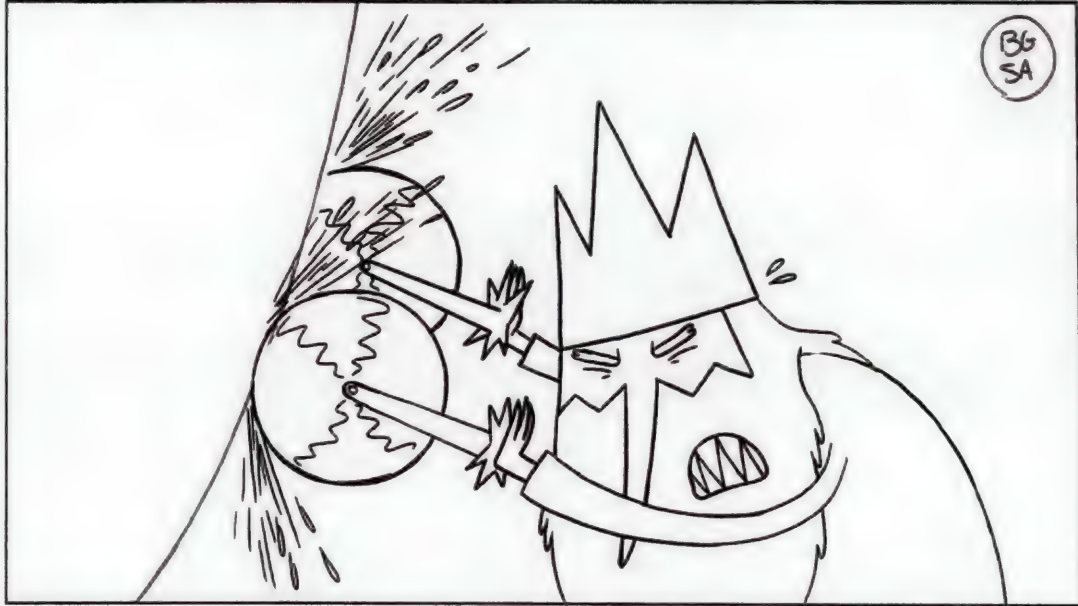
Production :

1034/242

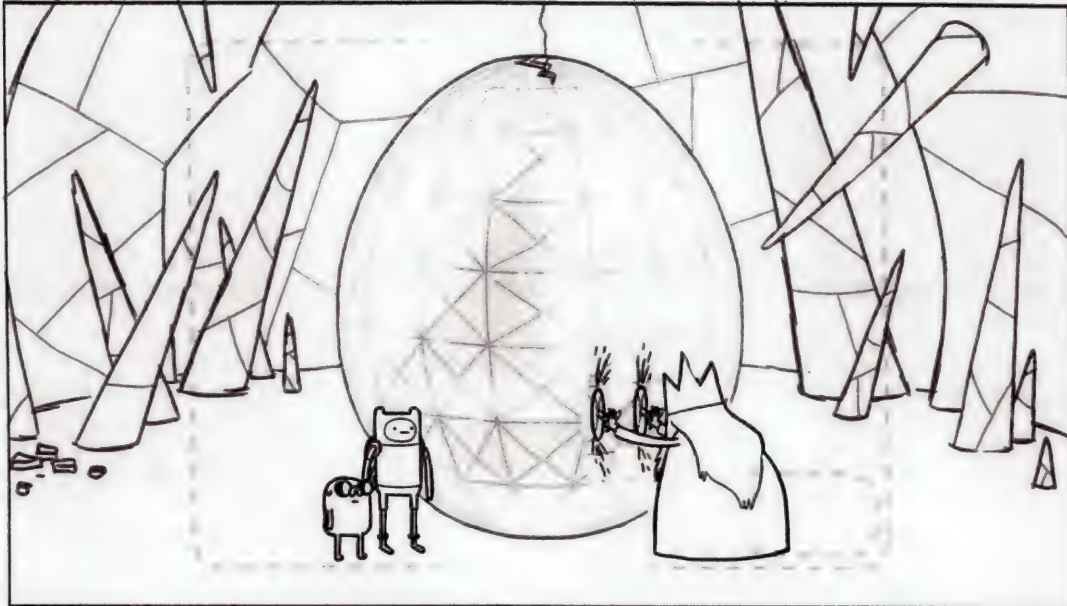
ADVENTURE TIME



Sc. 35 *cont* Pnl. B Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:

IK HURRRNN!

* VRRR

*

Action:

- IK STRAINS.

- IK MAKES NO PROGRESS.

DEC 02 2015

Timing:

EPISODE # 1034-242

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 36 cont Pnl. B Bg. day night

Dialog:

Action:

Timing:

— GLOWING SUDDENLY GETS BRIGHTER

DEC 02 2015

EPISODE # 1034-242

Production :

1034/242

1034/242

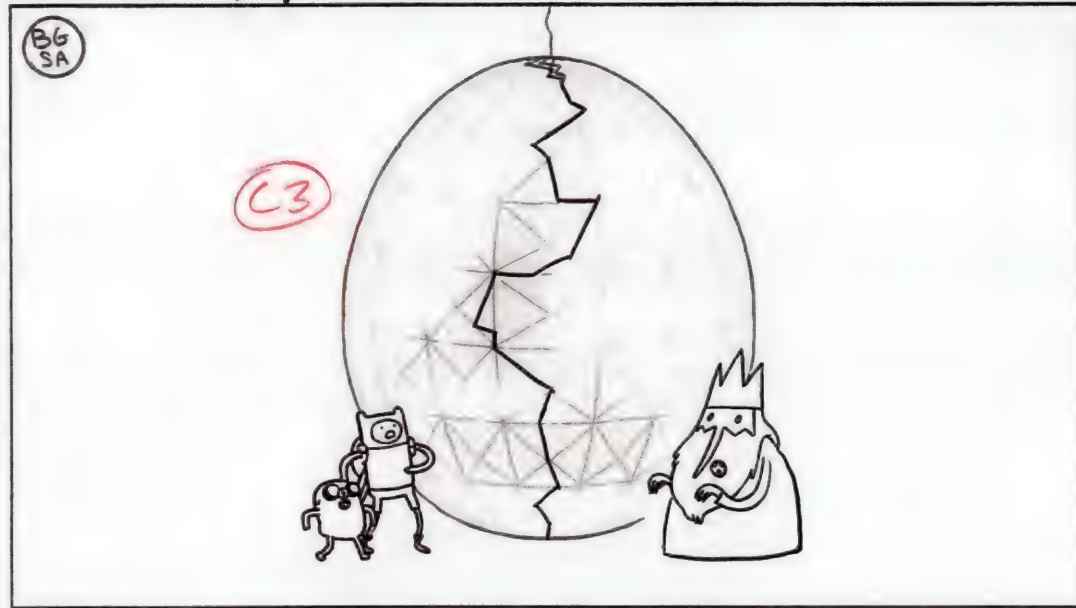
1034/242

ADVENTURE TIME



Page 64

Sc. 36 *cont* Pnl. C Bg. day night



Sc. 36 *cont* Pnl. D Bg. day night

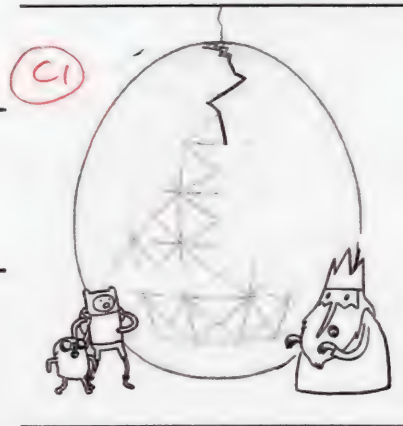


Dialog:

(SFX) (ICE CRACKING)

Action:

Timing:



DEC 02 2015

Production :

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1034-242

1034/242

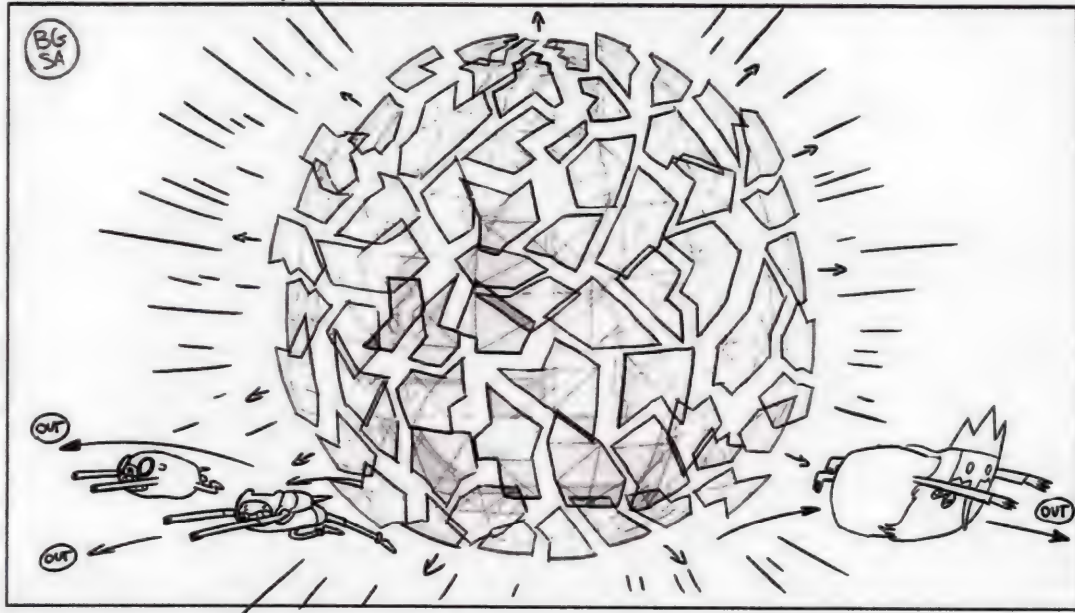
1034/242

1034/242

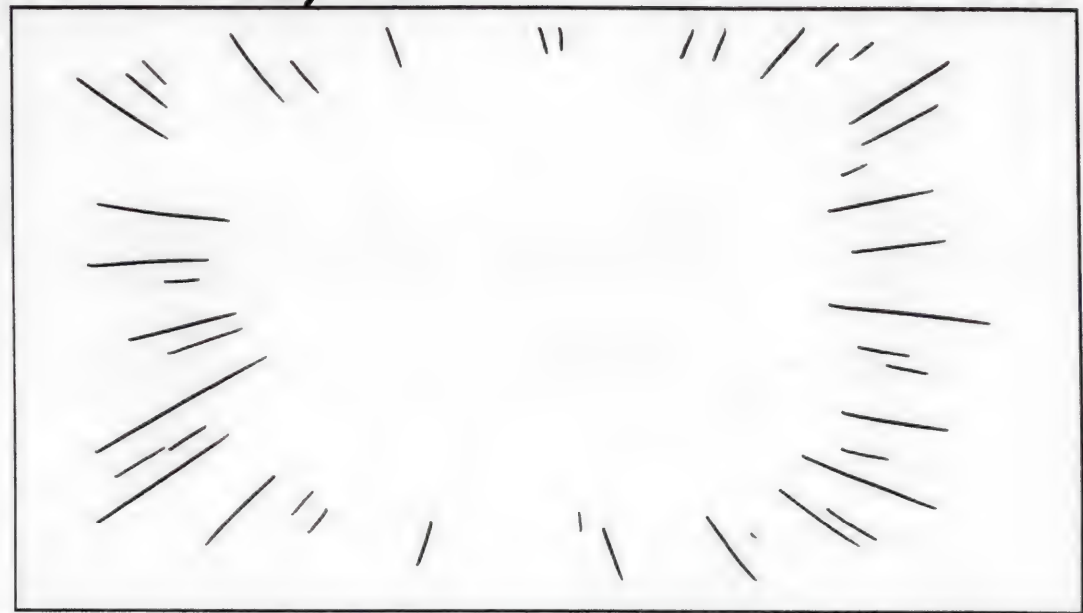
ADVENTURE TIME



Sc. 36 CONT Pnl. E Bg. day night



Sc. 36 CONT Pnl. F Bg. day night



Dialog:	
SFX: ✦ SKSHH ✦	FADE up to → <div>white Fr</div> (FL)
Action:	(SHATTER) (F, J, & I.K. DIVE FOR SAFETY)
(WHITE LIGHT ENVELOPES SCREEN)	
DEC 02 2015	
Timing:	

EPISODE # 1034-242

Production :

1034/242

1034/242

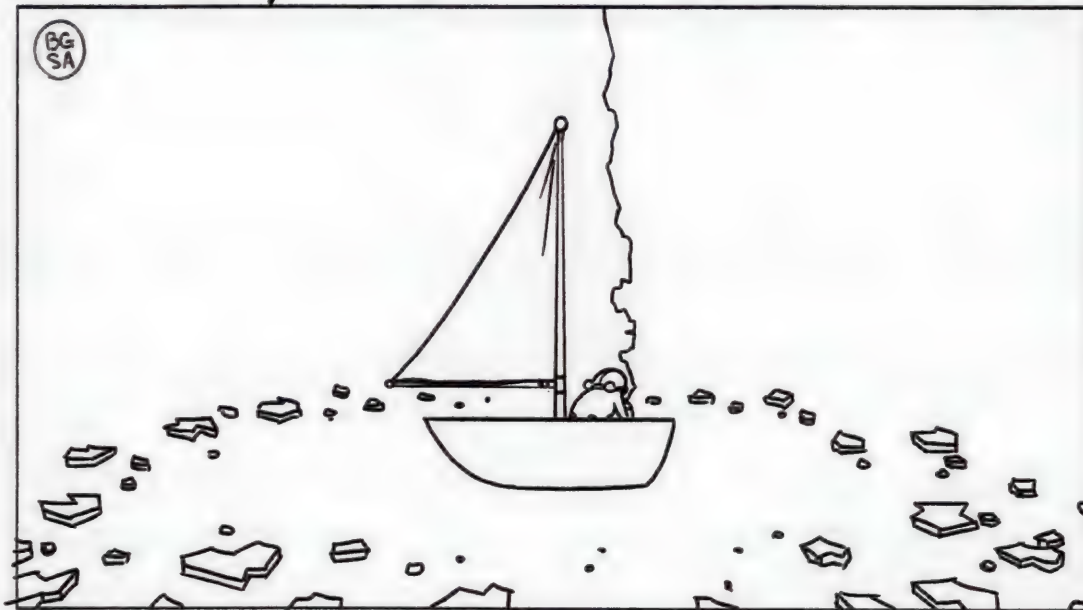
1034/242

ADVENTURE TIME

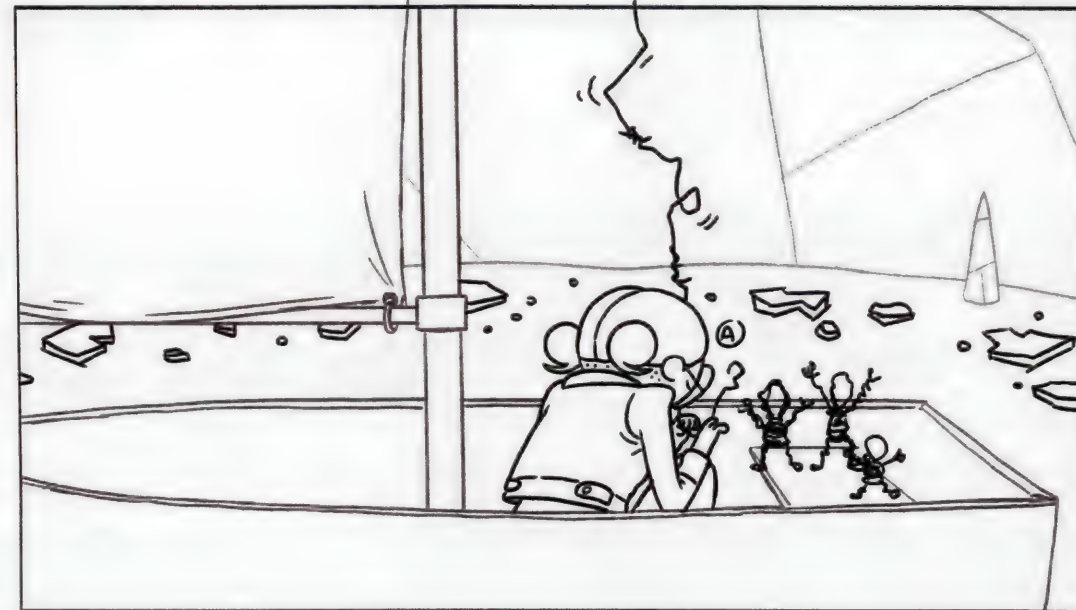


Page 66

Sc. 36 *cont* Pnl. G Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog:

*Patience (w)
NAh!*

PATIENCE : [MUTTERING IN SLEEP]

Action:

(WHITE FADES BACK TO NORMAL SCENE)
(ICE DEBRIS SCATTERED ABOUT)

(A FIGURE TWISTING HANGERS
INTO WEIRD LIL SCULPTURES) DEC 02 2015

Timing:

CYCLE (A), (A), (A), (A),
etc.



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EPISODE #

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Production :

1034/242

ADVENTURE TIME



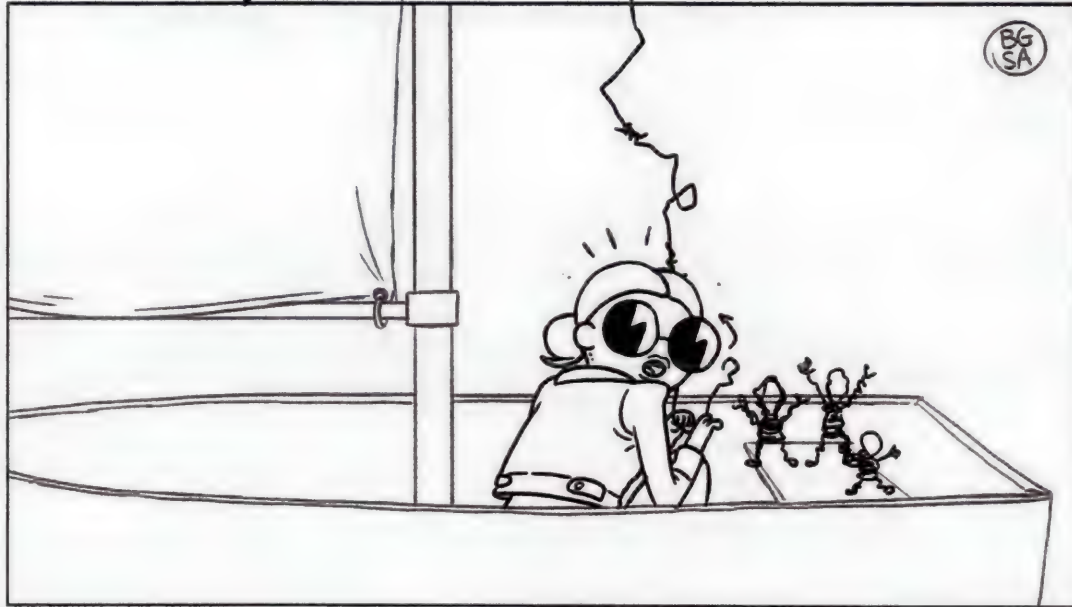
Page 67

Sc. 37 *CONT*

Pnl. B

Bg.

day night



Sc. 38

Pnl. A

Bg.

day night



Dialog:

Action:

PATIENCE LOOKS UP/ WAKES,
(BLUE SKIN, WHITE HAIR)

Timing:

(P) DUDES!

(SP)



DEC 02 2015

EPISODE # 1034-242

Production :

1034/242

1034/242

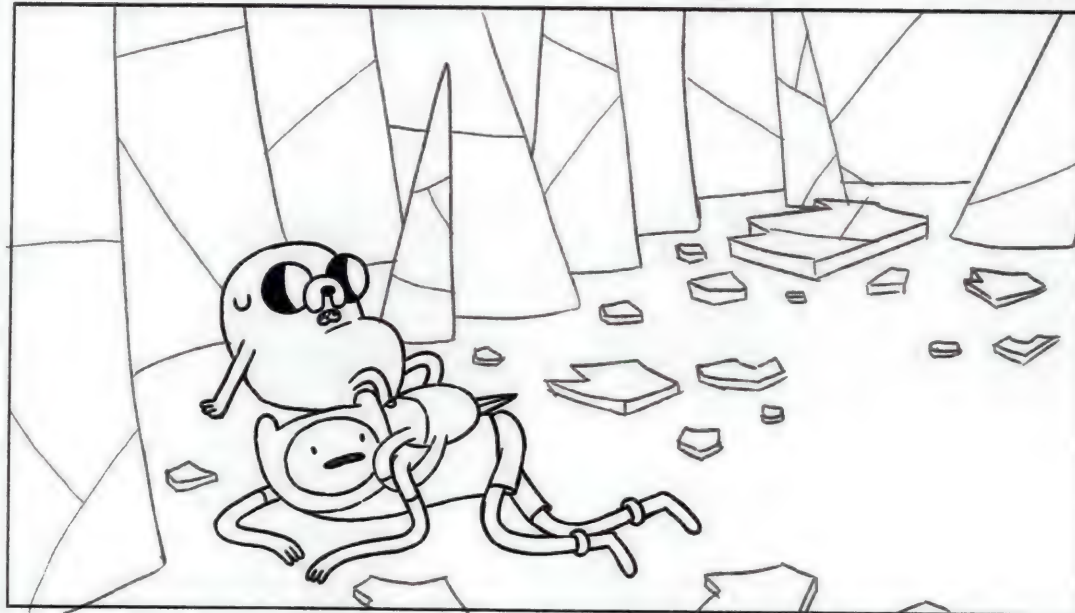
1034/242

ADVENTURE TIME

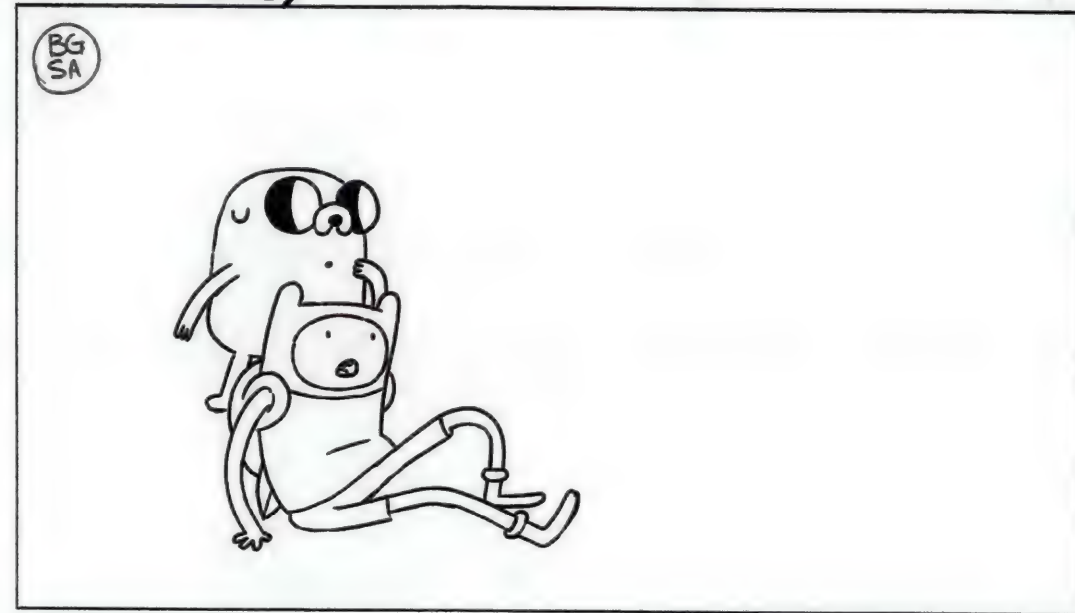


Page 68

Sc. 39 Pnl. A Bg. day night



Sc. 39 *CONT* Pnl. B Bg. day night



Dialog:	(F) Hello.
Action:	
Timing:	DEC 02 2015

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1034-242

EPISODE #

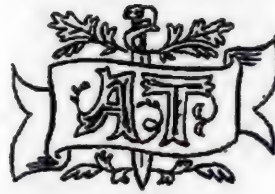
1034/242

Production :

1034/242

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ADVENTURE TIME



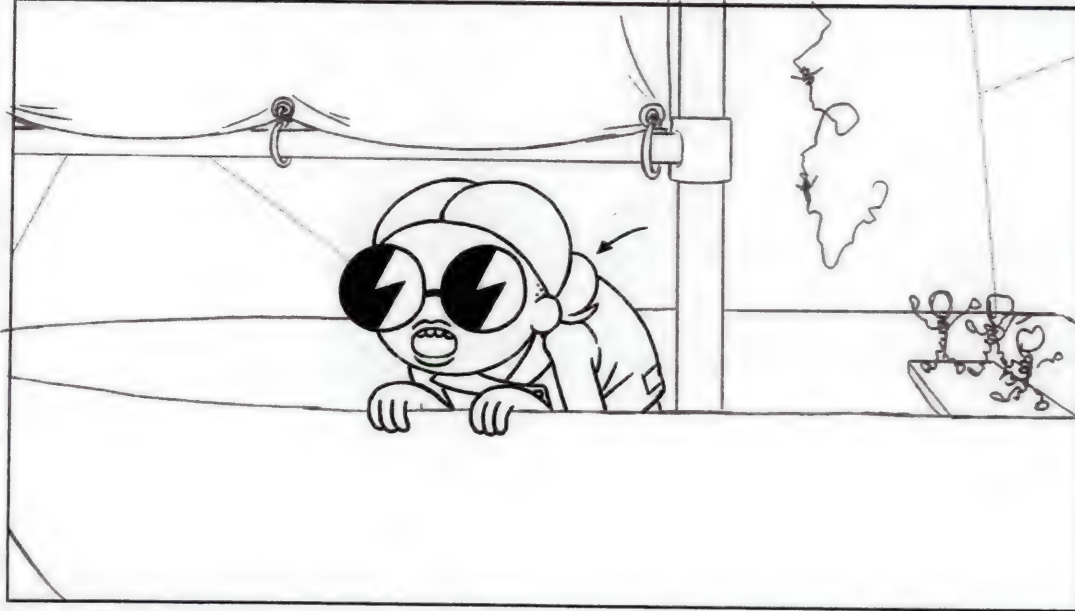
Page 69

Sc. 40

Pnl. A

Bg.

day night

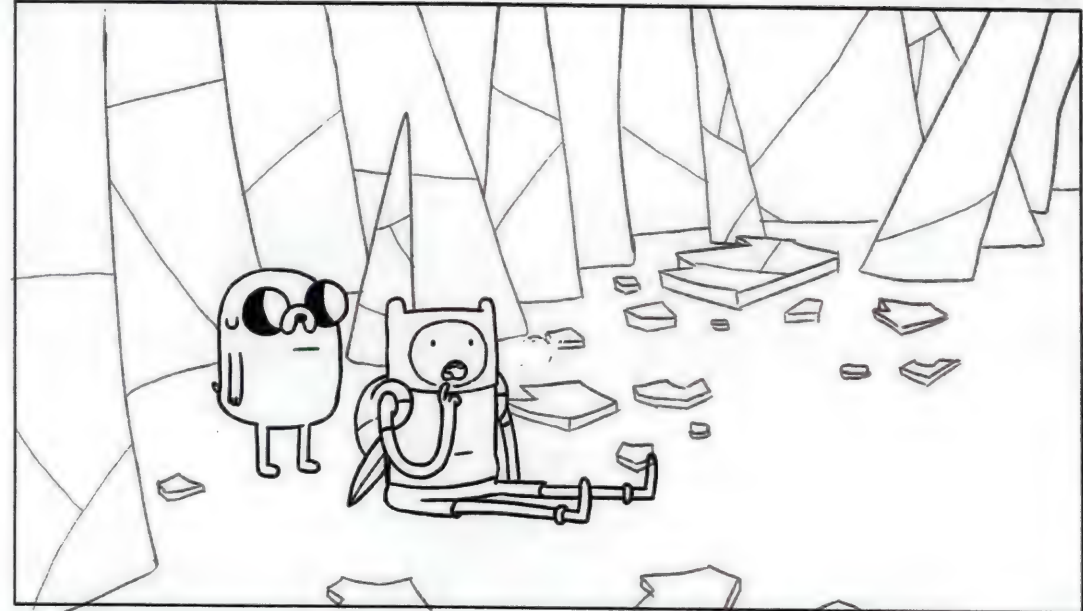


Sc. 41

Pnl. A

Bg.

day night

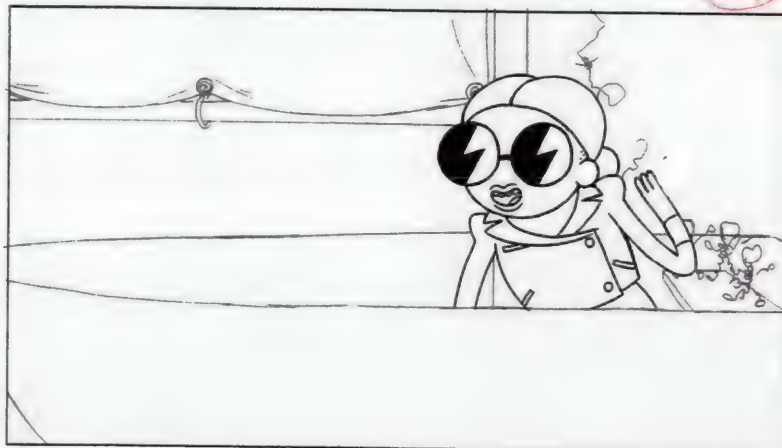


Dialog: (A) (B) (P) WHAT YEAR IS THIS?

SP

(F) UHH ... NOBODY REALLY KEEPS TIME LIKE THAT

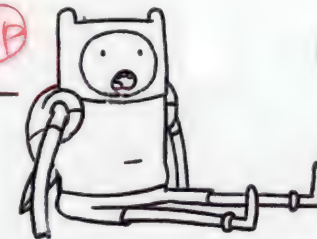
Action:



Timing:

- P. GRABS
SIDE of BOAT.

SP



DEC 02 2015

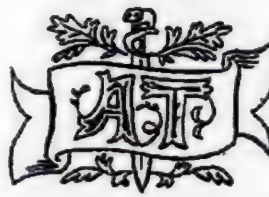
Production :

EPISODE # 1034-242

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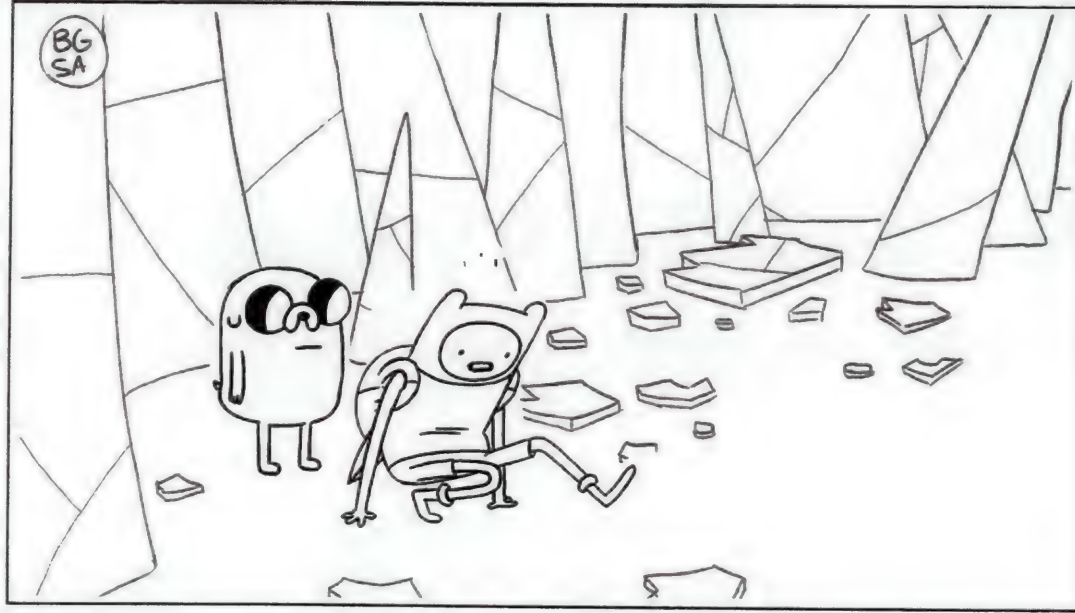
1034/242

ADVENTURE TIME

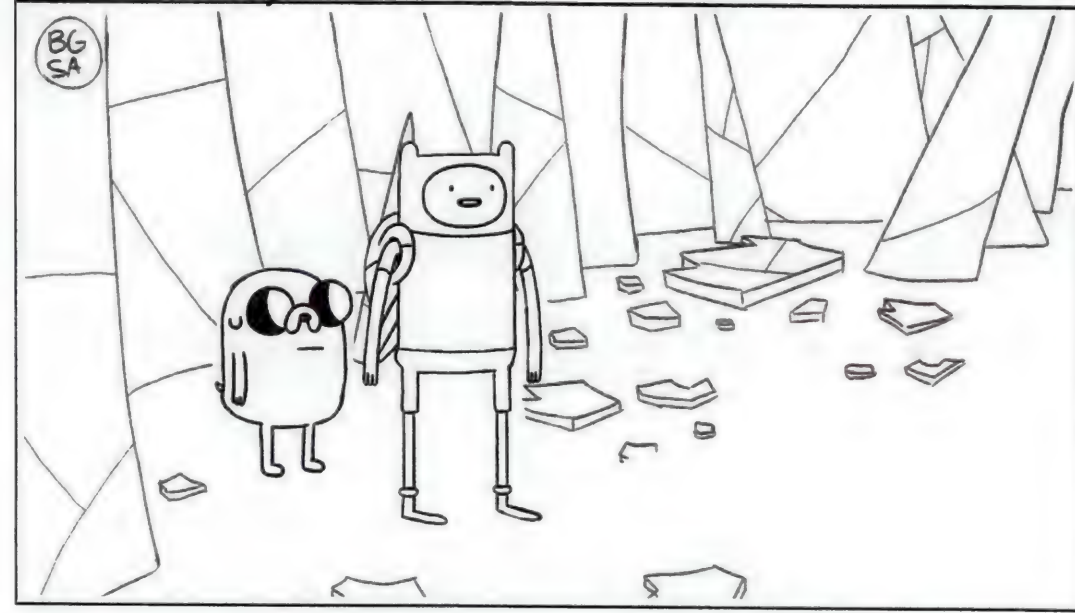


Page 70

Sc. 41 *cont* Pnl. B Bg. day night



Sc. 41 *cont* Pnl. C Bg. day night



Dialog:	
Action:	
Timing:	

- F STAND.

DEC 02 2015

EPISODE # 1034-242

Production :

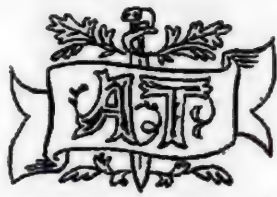
1034/242

1034/242

1034/242

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ADVENTURE TIME



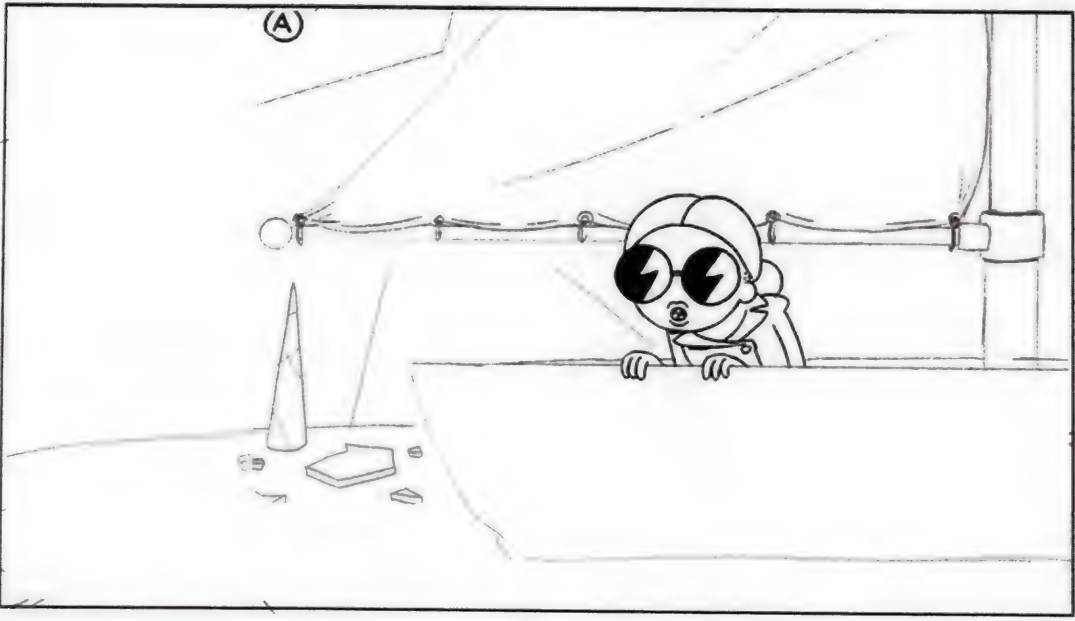
Page 71

Sc. 42

Pnl. A

Bg.

day night

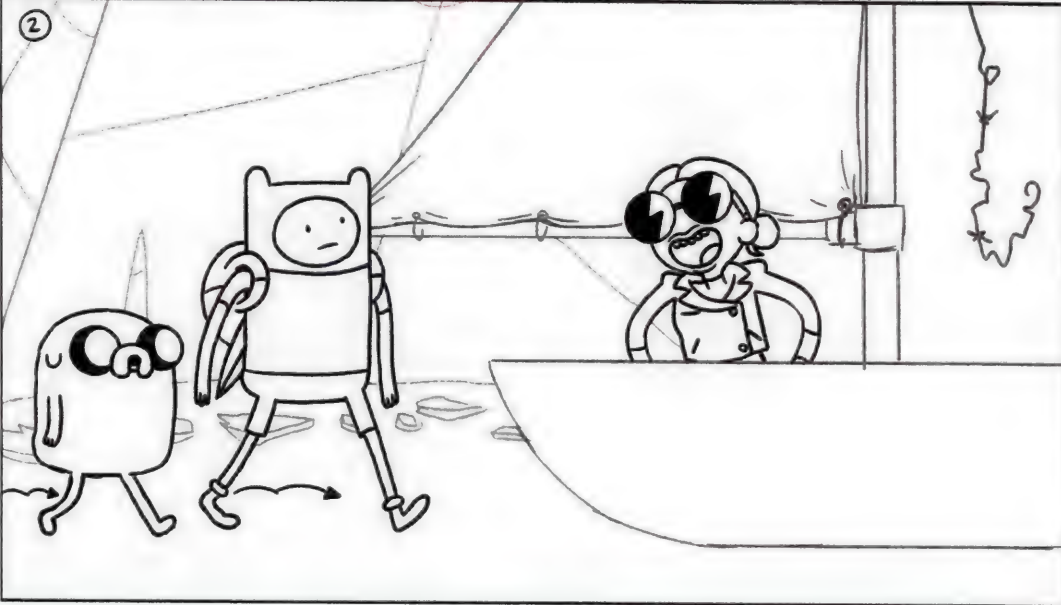


Sc. 42 *cont*

Pnl. B2

Bg.

day night



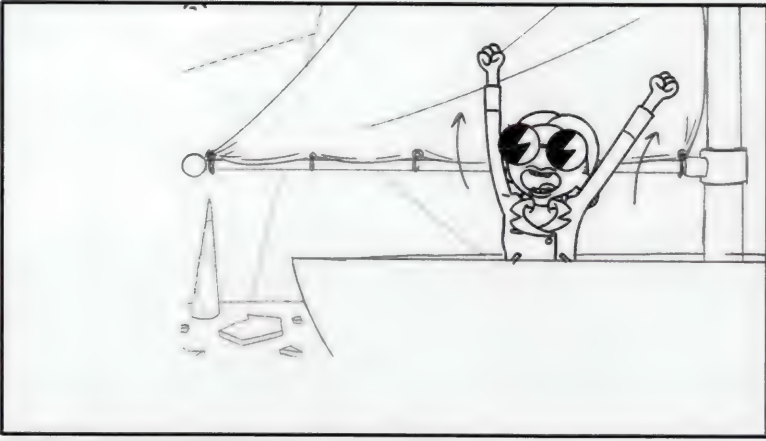
Dialog:

(P) IT WORKED!

(1,2) (P) I MEAN, I FEEL LIKE IT WORKED, THIS (IS?) THE FUTURE, RIGHT?

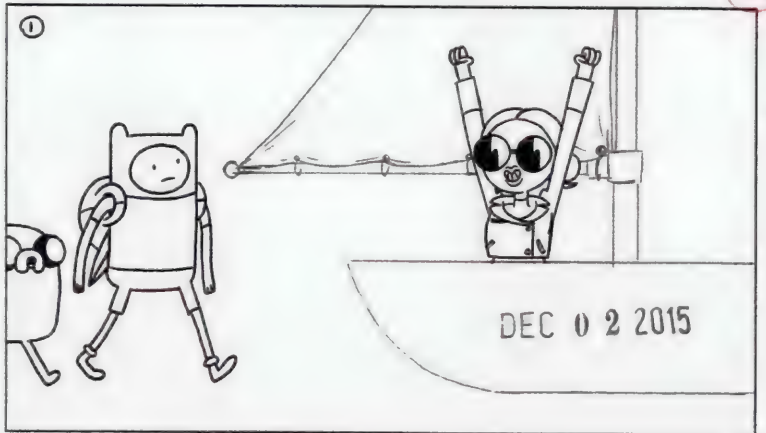
Action:

Timing:



(A)

- F+J WALK
ON/S.



(B)

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Production :

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1034/242

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ADVENTURE TIME

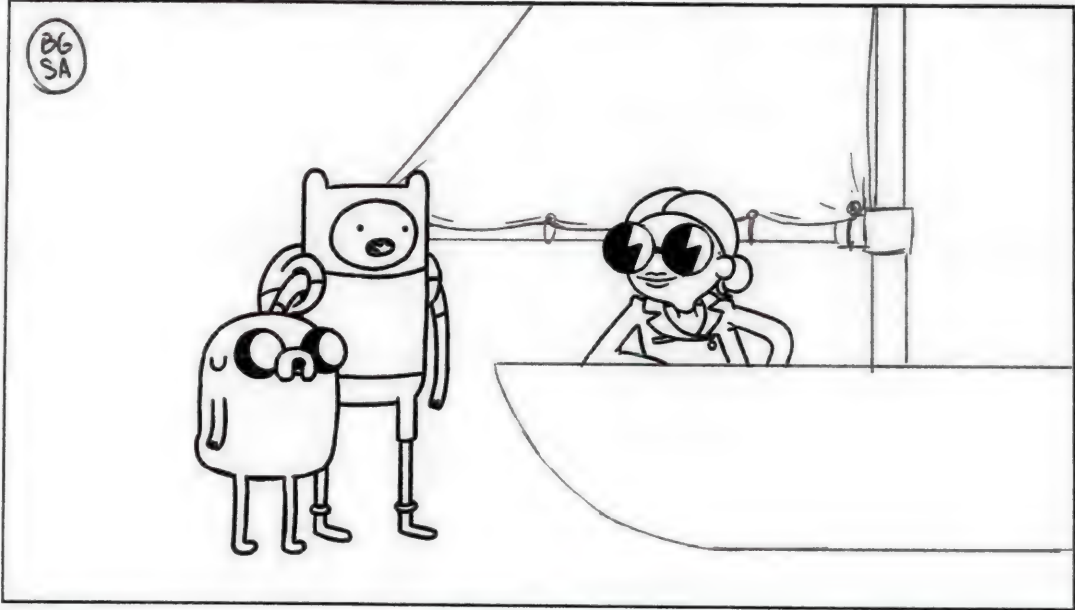


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Sc. 42 *CONT* Pnl. C

Bg.

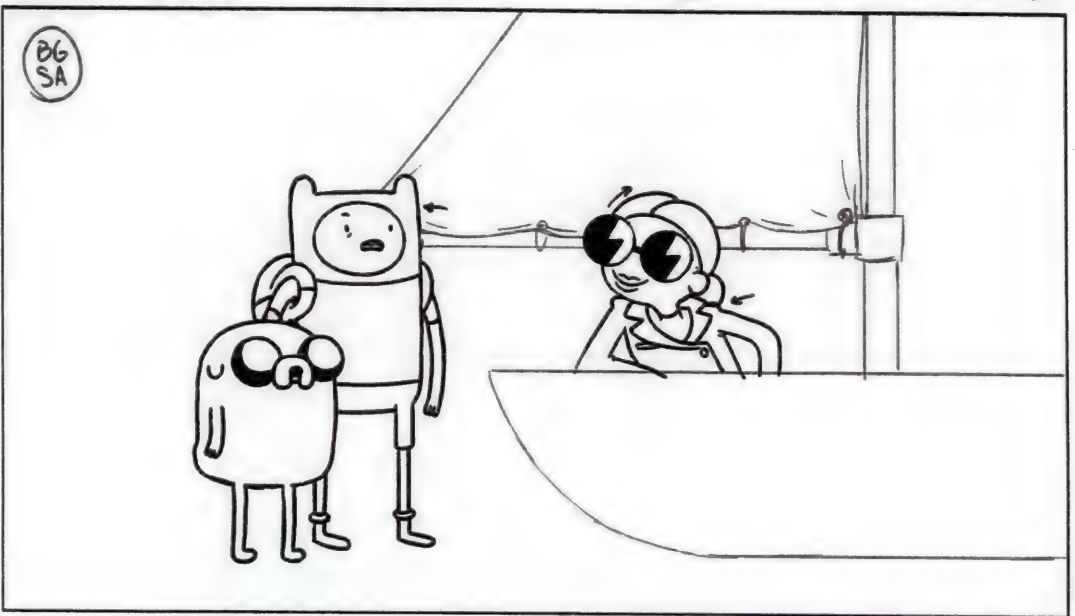
day night



Sc. 42 *CONT* Pnl. D

Bg.

day night



Dialog:

Ⓕ WHO ARE YOU?

Ⓕ YOU'RE LIKE A BEAUTIFUL ICE KING

Action:

DEC 02 2015

Timing:

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EPISODE #

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Production :

1034/242

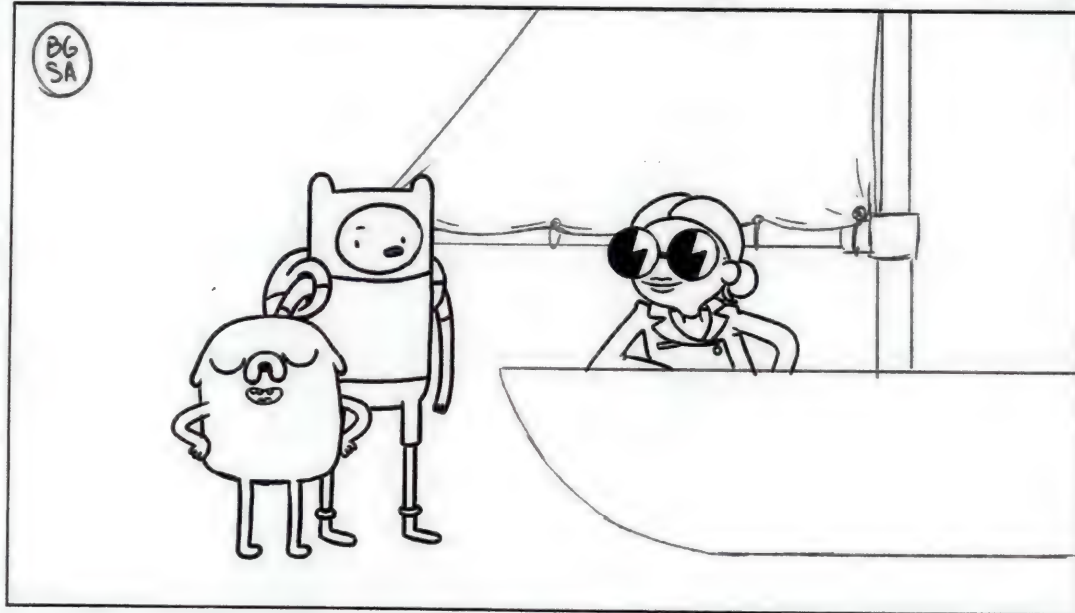
1034/242

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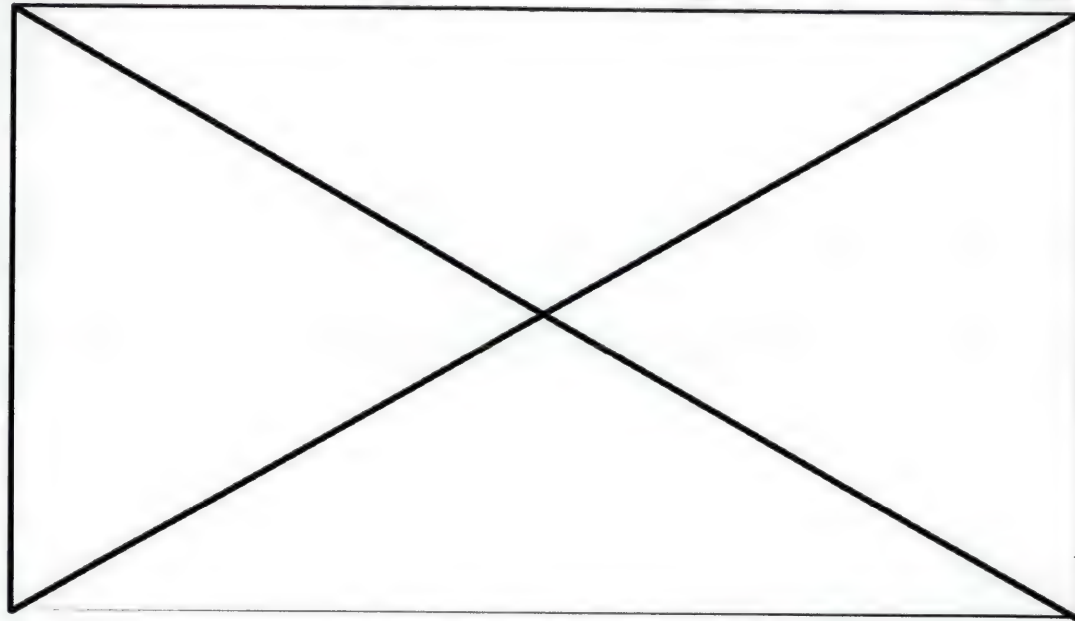
ADVENTURE TIME



Sc. **42 cont** Pnl. **E** Bg. day night



Sc. Pnl. Bg. day night



Dialog:	⑤ OH BOY, HERE WE GO...
Action:	
Timing:	

DEC 02 2015

EPISODE # **1034-242**

Production :

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1034/242

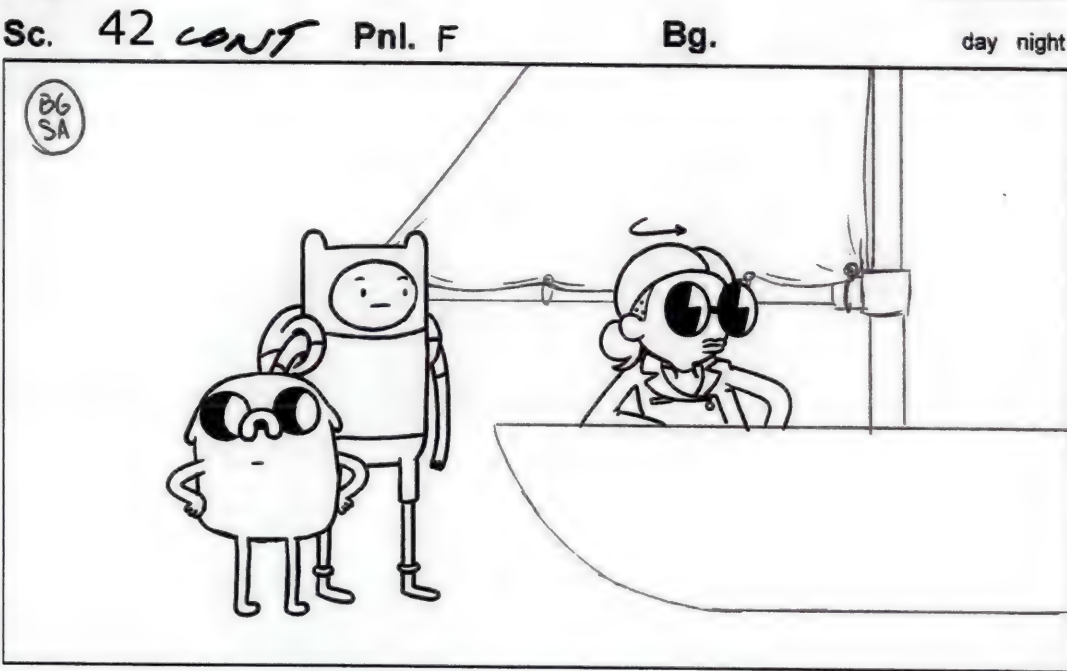
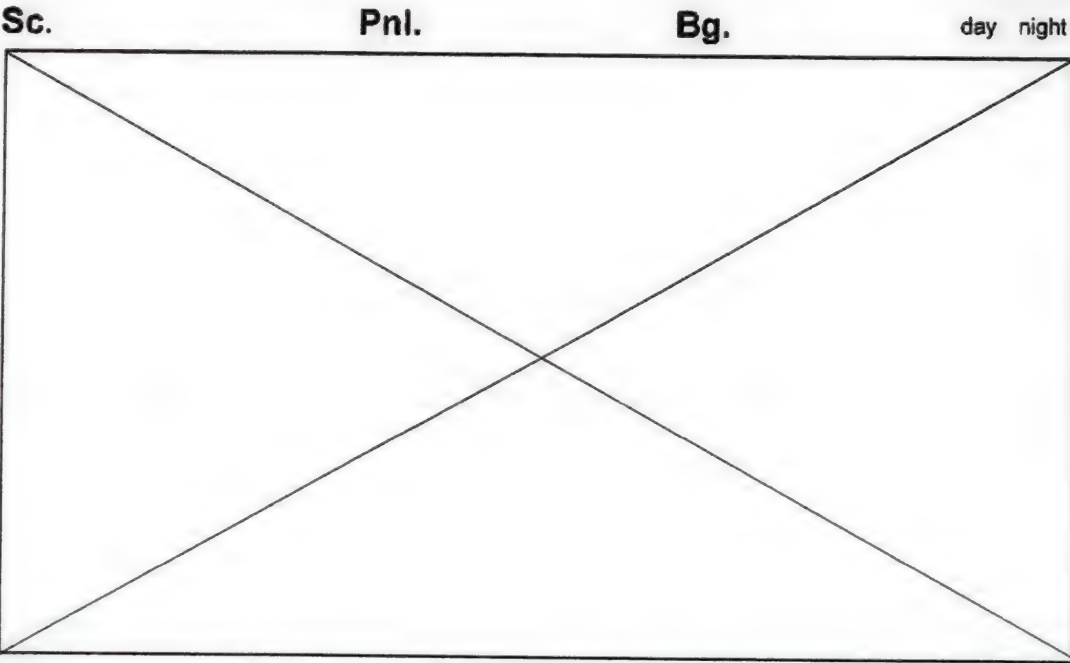
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ADVENTURE TIME



NO SC 43

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Dialog:

(IK) (O.S.) BACK OFF SON!

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

Production :

1034/242

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ADVENTURE TIME



Sc. 44

Pnl. A

Bg.

day night

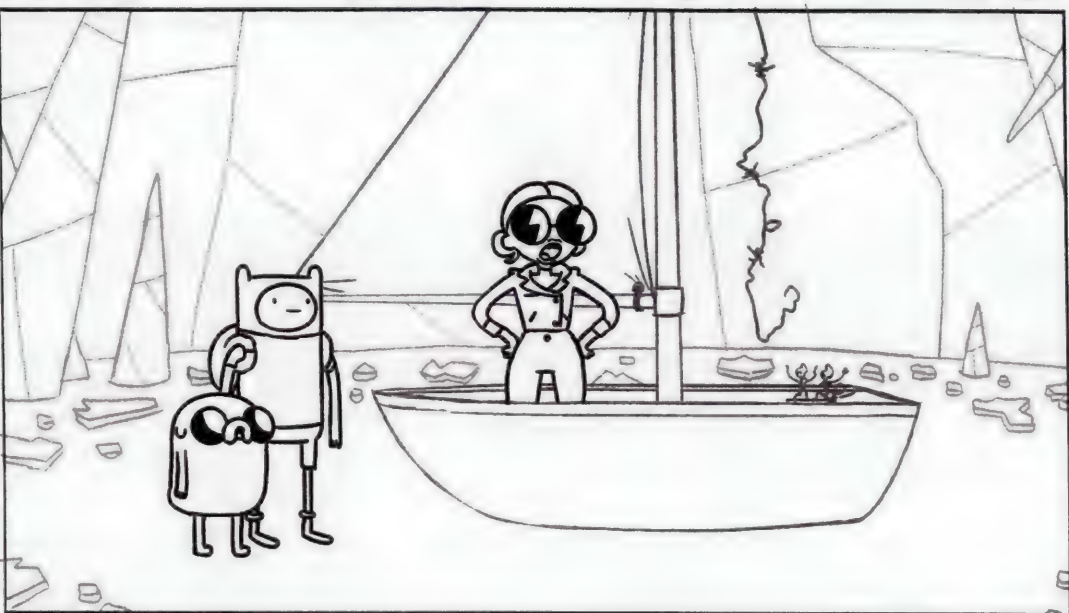


Sc. 45

Pnl. A

Bg.

day night



Dialog:

Ⓚ I SAW HER FIRST!

Ⓟ CHILL, YOU GUYS

Action:

DEC 02 2015

Timing:

Production :

EPISODE #

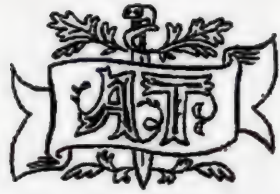
1034-242

1034/242

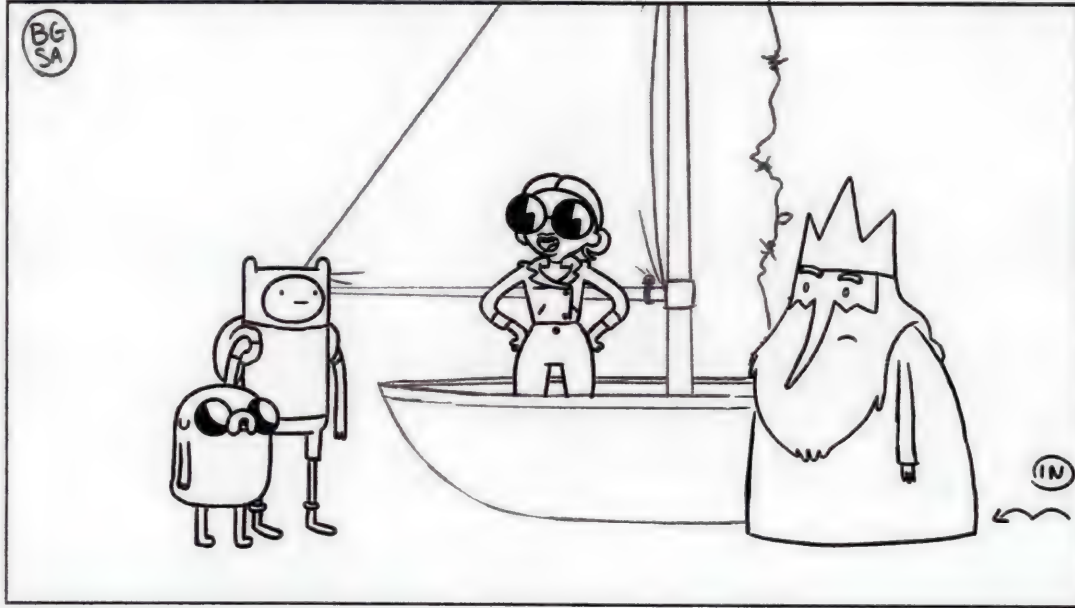
1034/242

1034/242

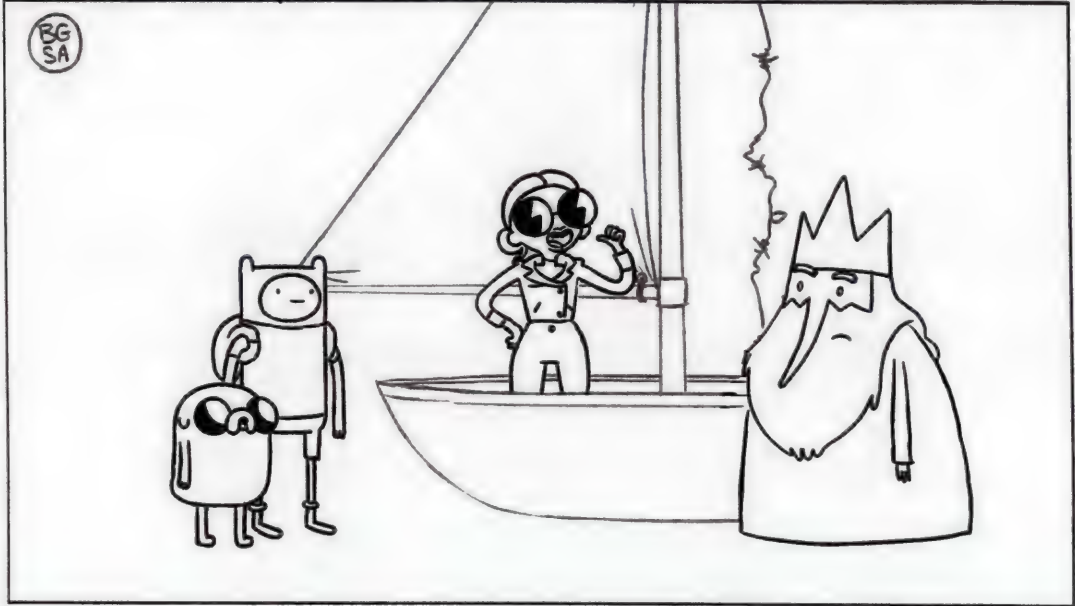
ADVENTURE TIME



Sc. 45 *cont* Pnl. B Bg. day night



Sc. 45 *cont* Pnl. C Bg. day night



Dialog: (P) HAH CHILL. Get it?

(P) I'M PATIENCE ST. PIM!

Action: - Ik WALKS ON/S.

DEC 02 2015

Timing:

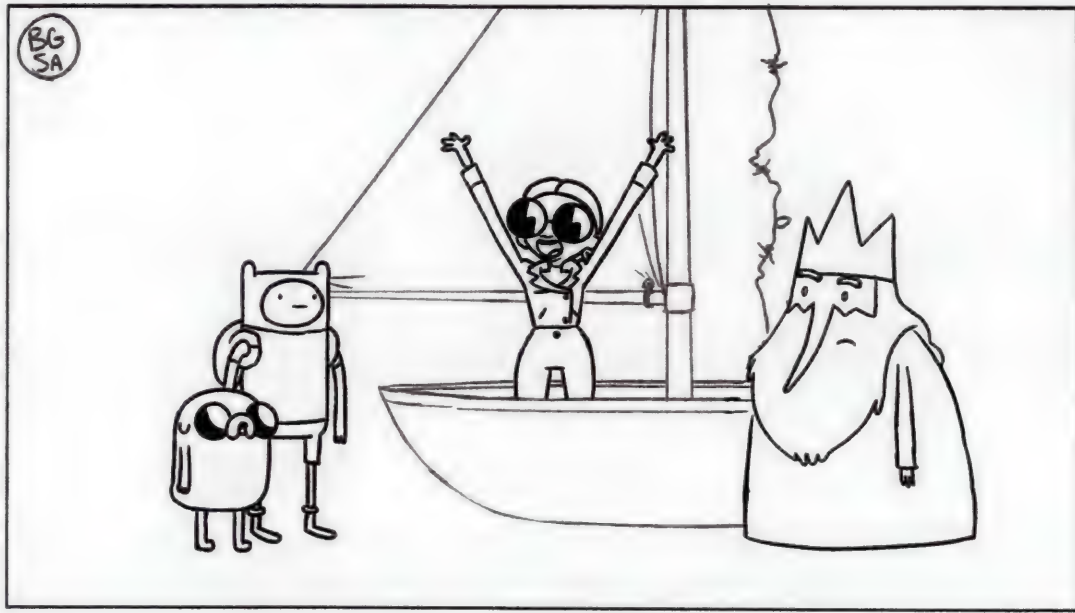
EPISODE # 1034-242

Production :

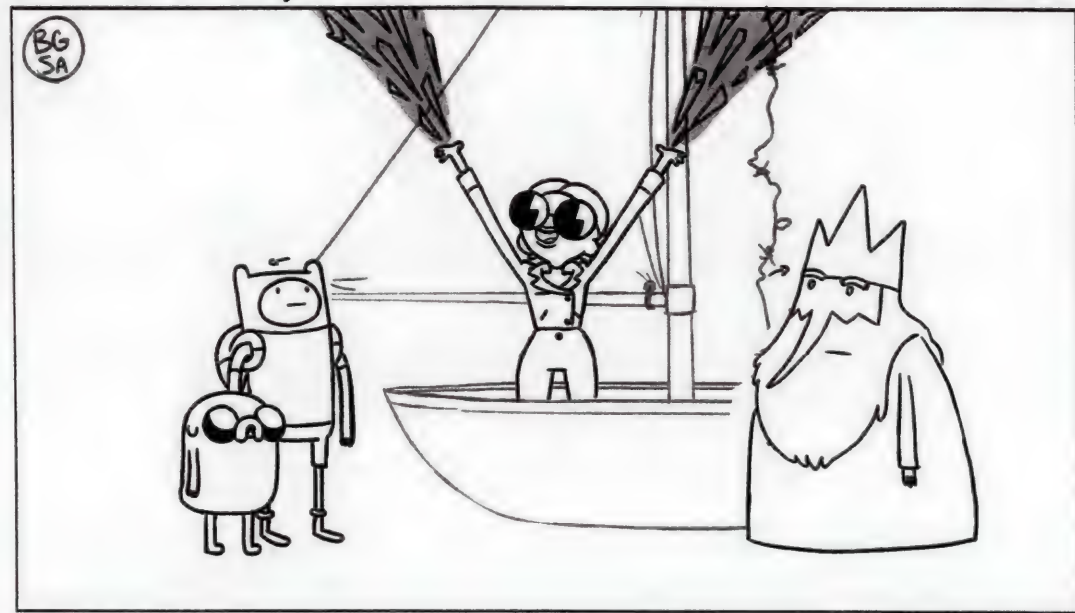
ADVENTURE TIME



Sc. 45 cont Pnl. D Bg. day night



Sc. 45 cont Pnl. E Bg. day night



Dialog:	(P) THE ICE ELEMENTAL!	
	SFX: *SKSHH*	
Action:	(BLAST) (F, J, & I.K. WATCH POLITELY)	
Timing:	DEC 02 2015	

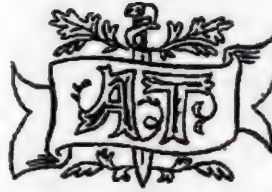
1034-242

EPISODE # 1034/242

Production :

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ADVENTURE TIME



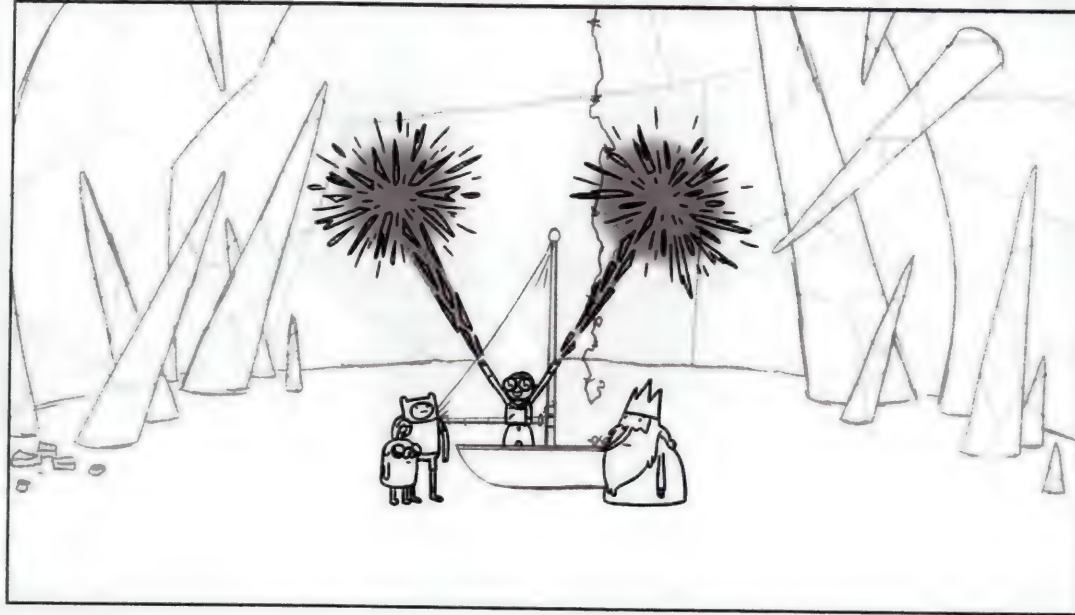
Page 78

Sc. 46

Pnl. A

Bg.

day night

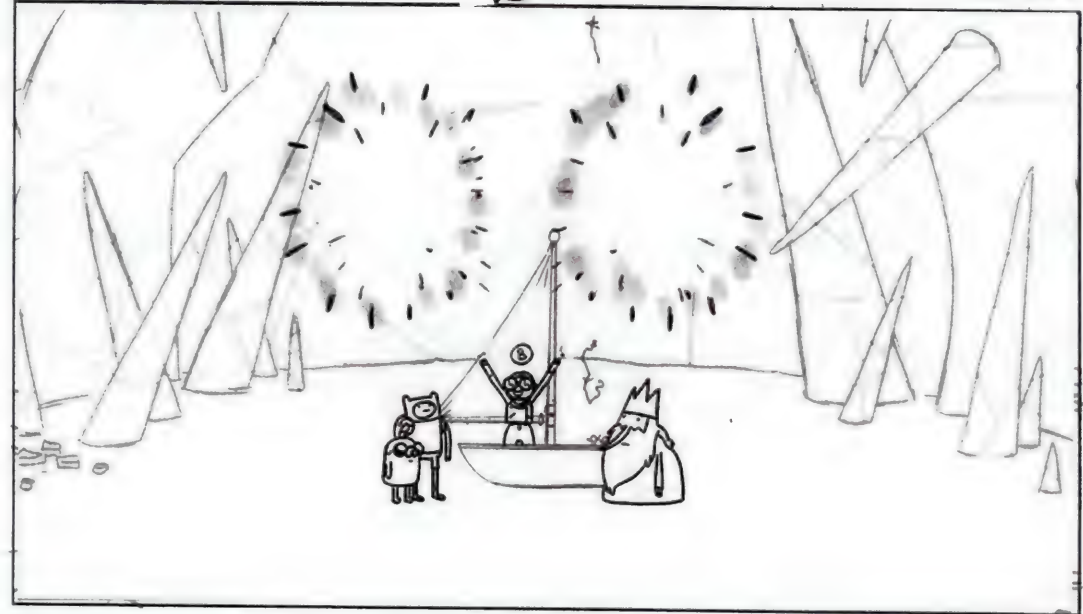


Sc. 46 CONT

Pnl. B

Bg.

day night



Dialog:

(SPX) *ICE FIREWORKS *

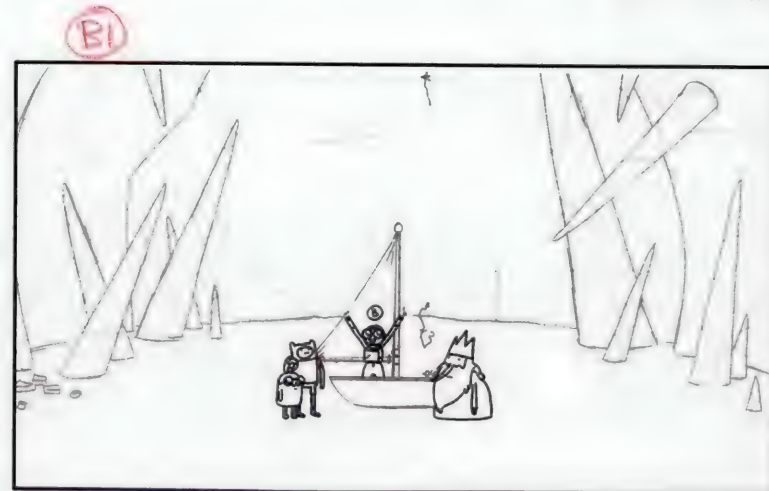
Action:

(ICE FIREWORKS)

Timing:



DEC 0 2 2015



EPISODE # 1034-242

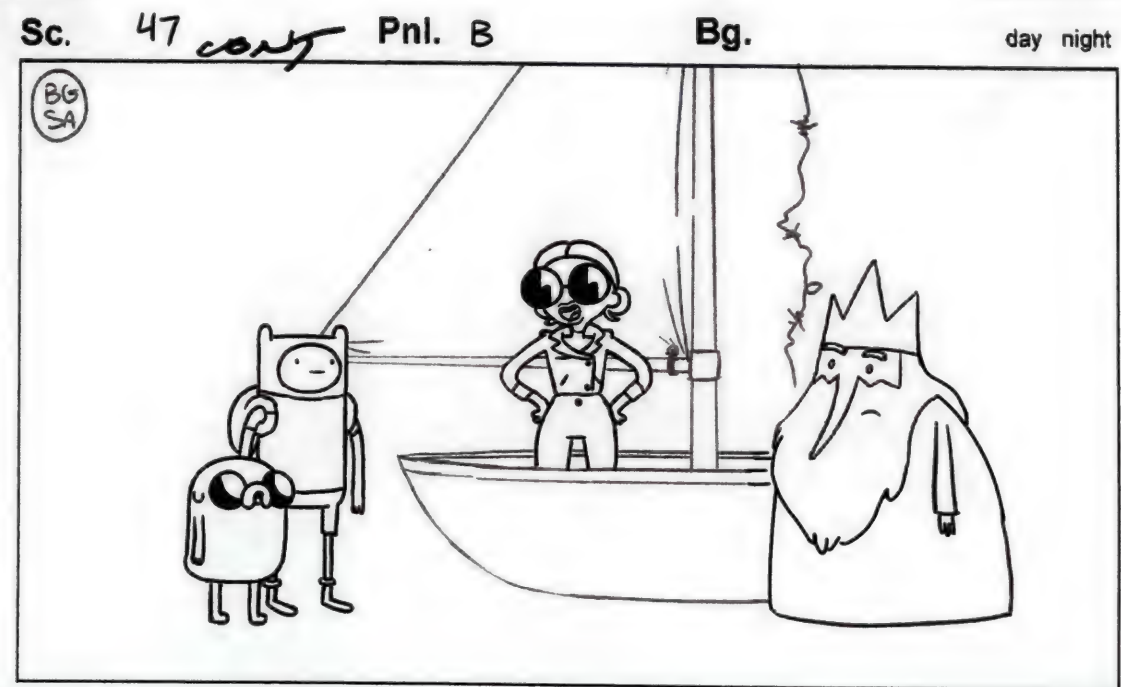
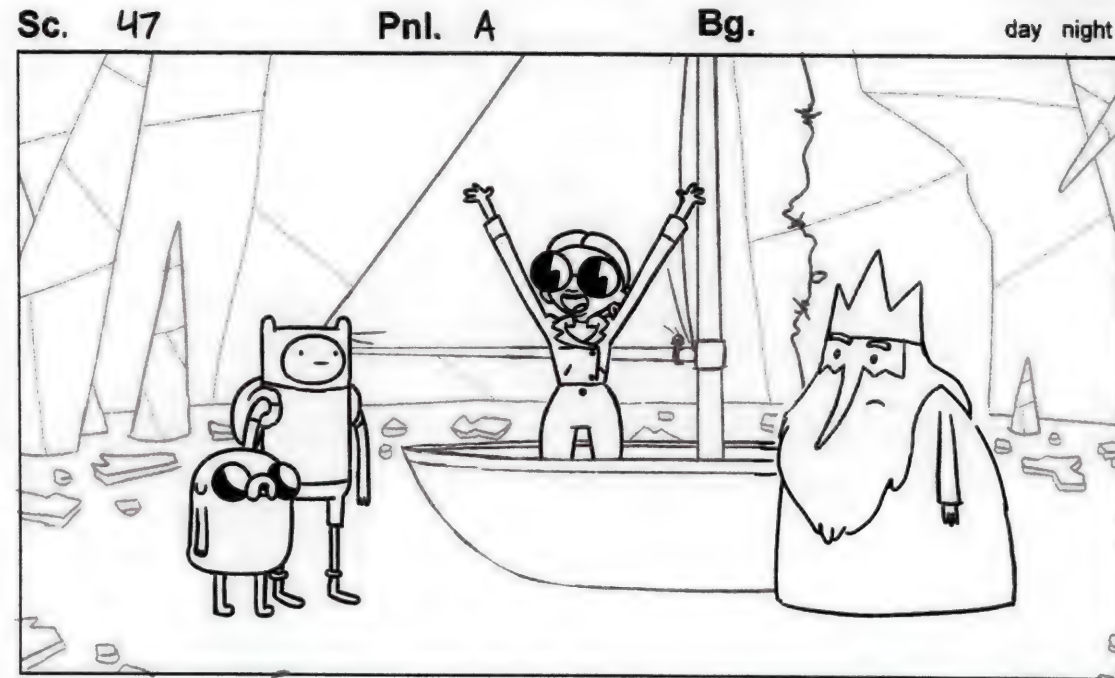
Production :

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ADVENTURE TIME



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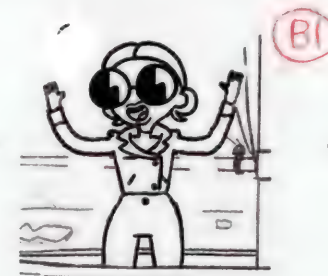
Dialog:

Ⓟ DIDJA SEE THAT? I MADE ICE...WITH MY HANDS!

Action:

(BEAT)
(NO REACTIONS)

Timing:



DEC 02 2015

EPISODE # 1034-242
1034/242

Production :

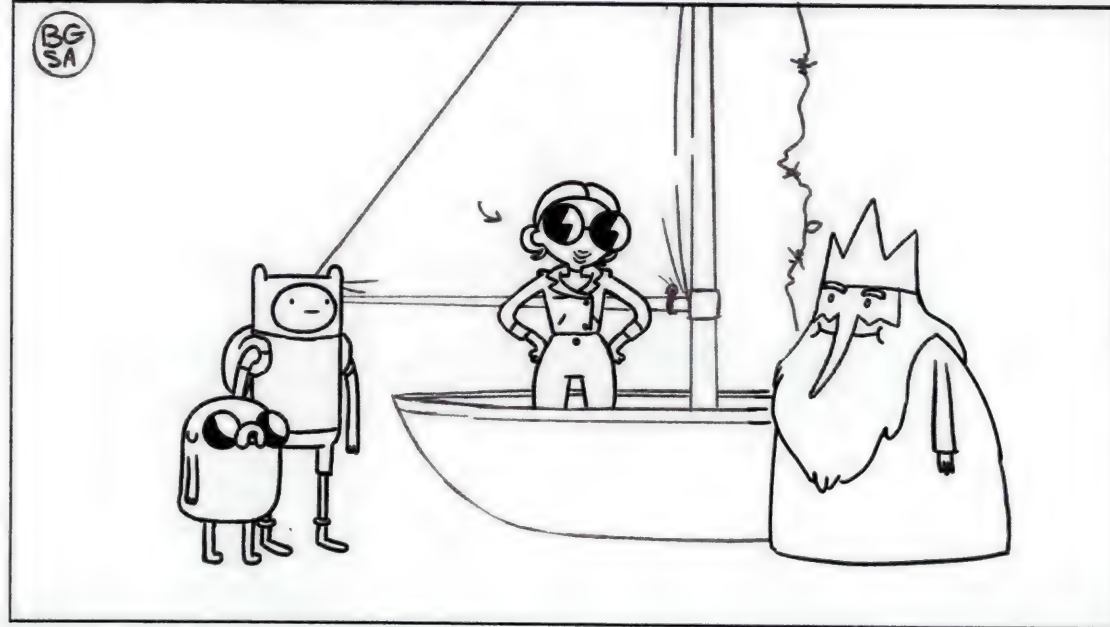
1034/242

ADVENTURE TIME

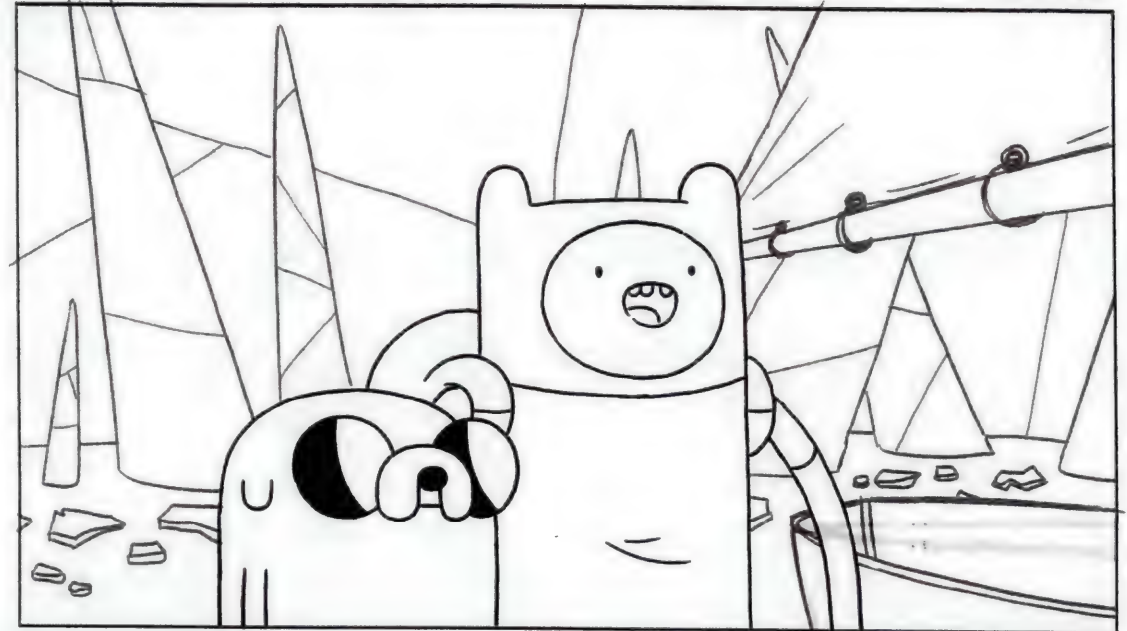


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Sc. 47 *CONT* Pnl. C Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:

Ⓕ NICE TO MEET YOU, PATIENCE...

Action:

(P LOOKS TO I.K. WHO SMILES QUICKLY)

Timing:

DEC 02 2015

EPISODE #

1034-242

1034/242

Production :

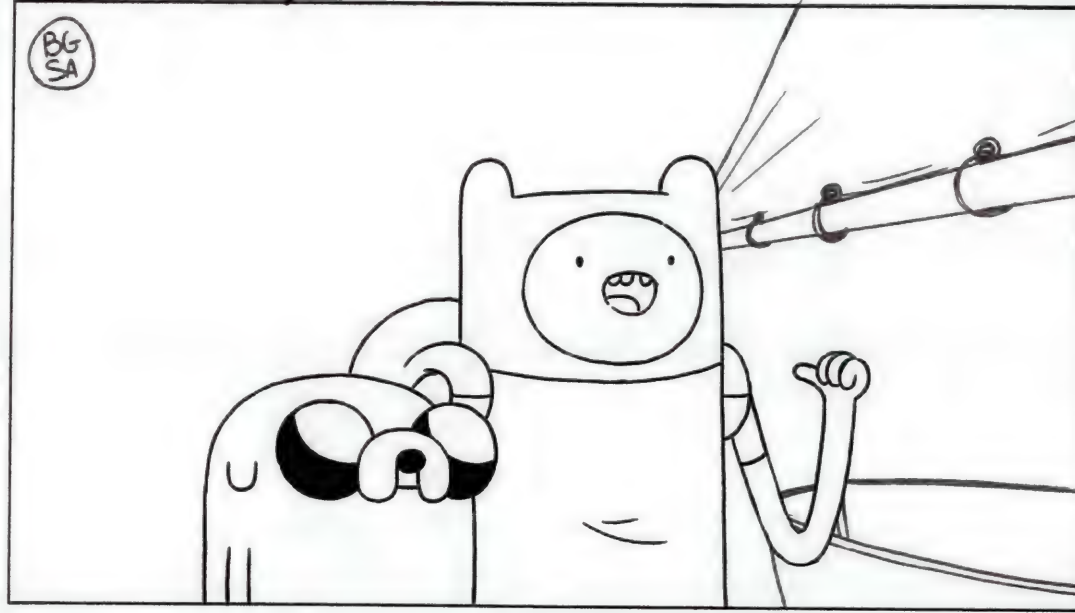
1034/242

ADVENTURE TIME

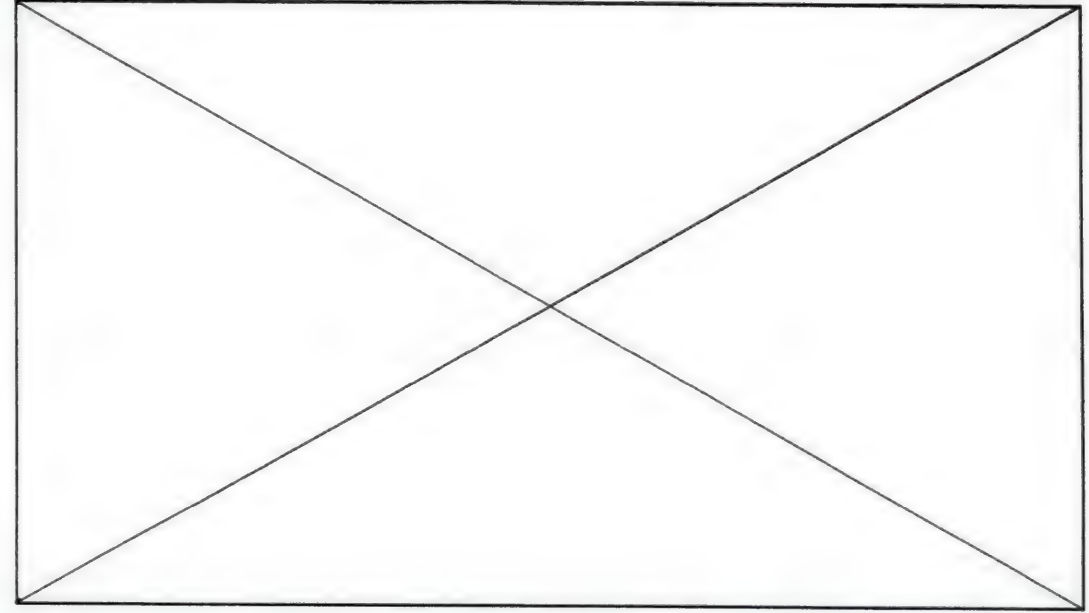


Page 81

Sc. 48 cont Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	ⓕ I'M FINN THE HUMAN...
Action:	
Timing:	DEC 02 2015

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Production :

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1034/242

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ADVENTURE TIME



Sc.

Pnl.

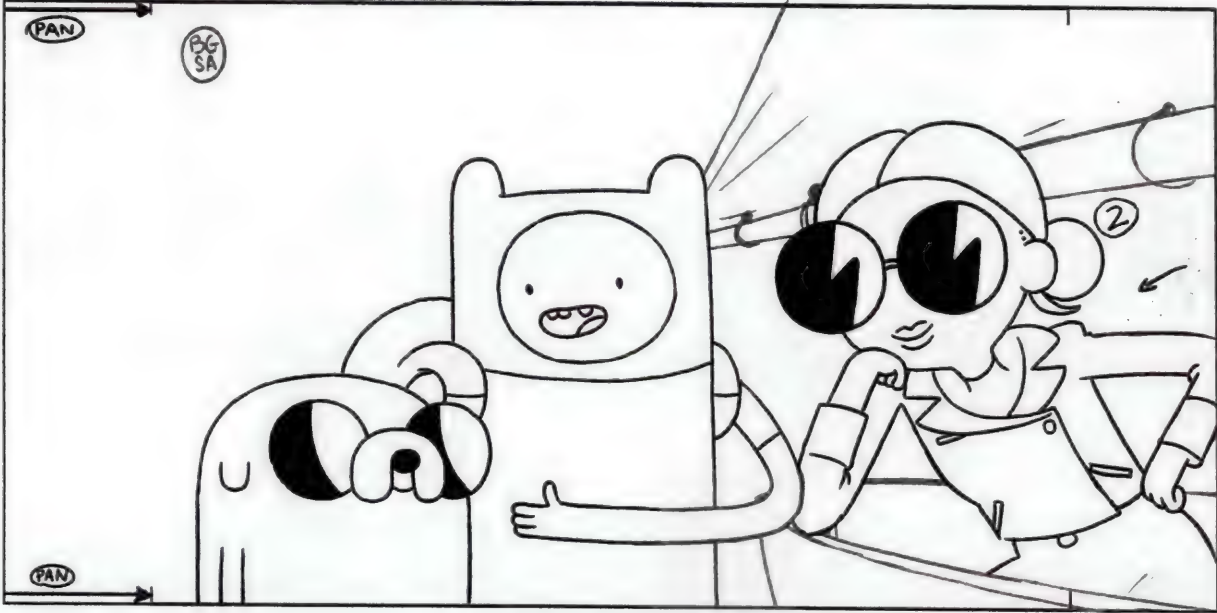
Bg.

day night

Sc. 48 *cont* Pnl. C

Bg.

day night



Dialog:	(F) AND THIS IS JAKE THE DOG!
Action:	- ADJ. R. AS PATIENCE LEANS IN.
Timing:	DEC 0 2 2015



Production :

EPISODE #

1034-242

1034/242

1034/242

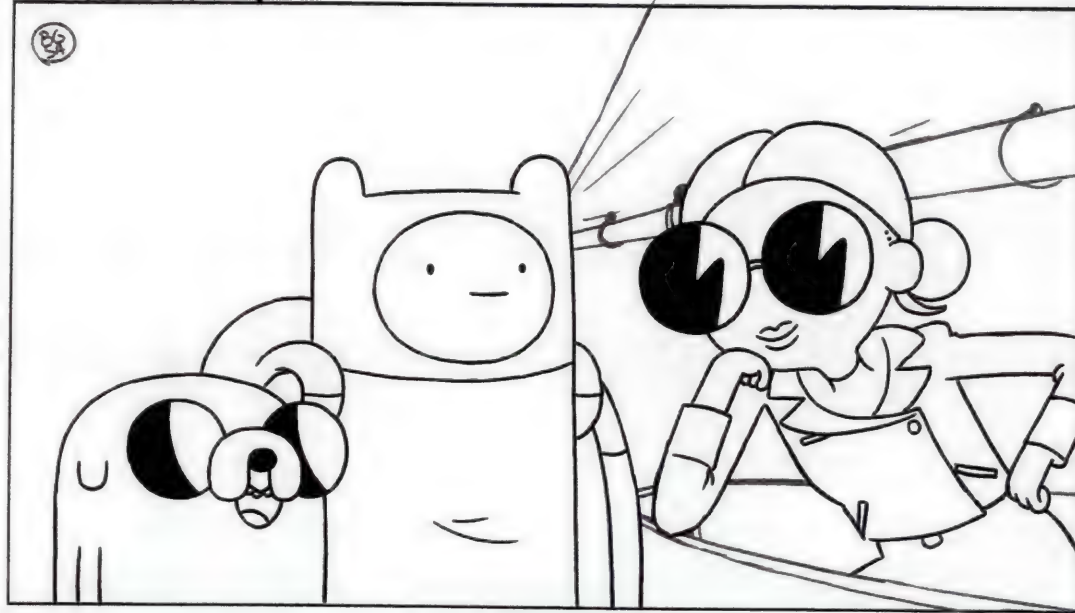
1034/242

ADVENTURE TIME

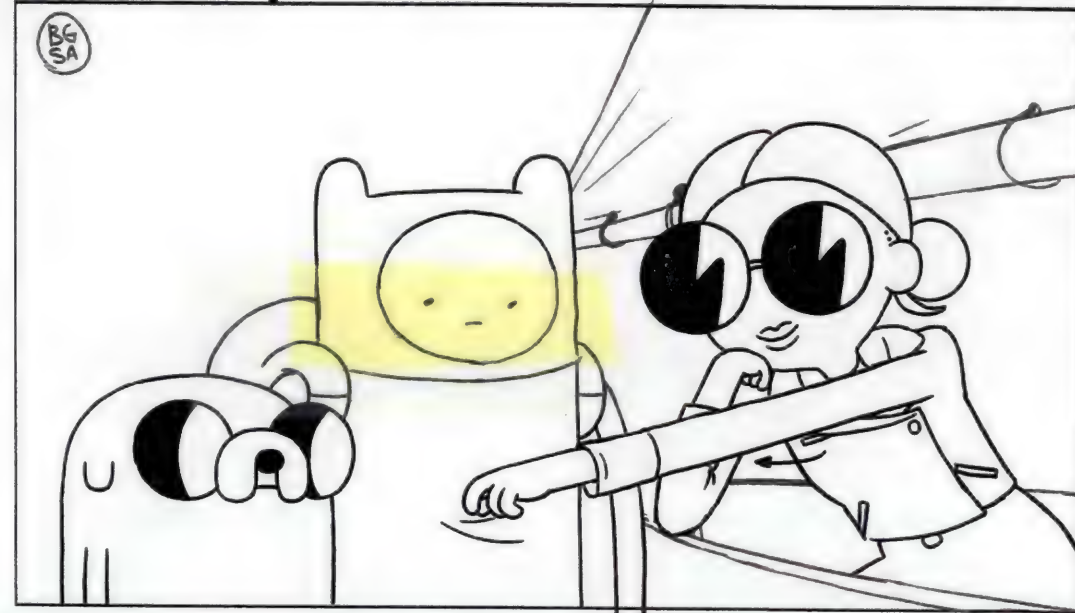


Page 83

Sc. 48 *cont* Pnl. D Bg. day night



Sc. 48 *cont* Pnl. E Bg. day night



Dialog:	⑤ HELLO.
Action:	(PATIENCE HOLDS OUT HERE HAND FOR JAKE TO SMELL)
Timing:	DEC 02 2015

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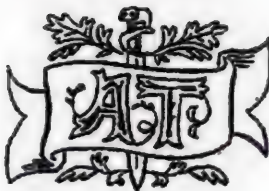
Production :

1034/242

1034/242

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ADVENTURE TIME

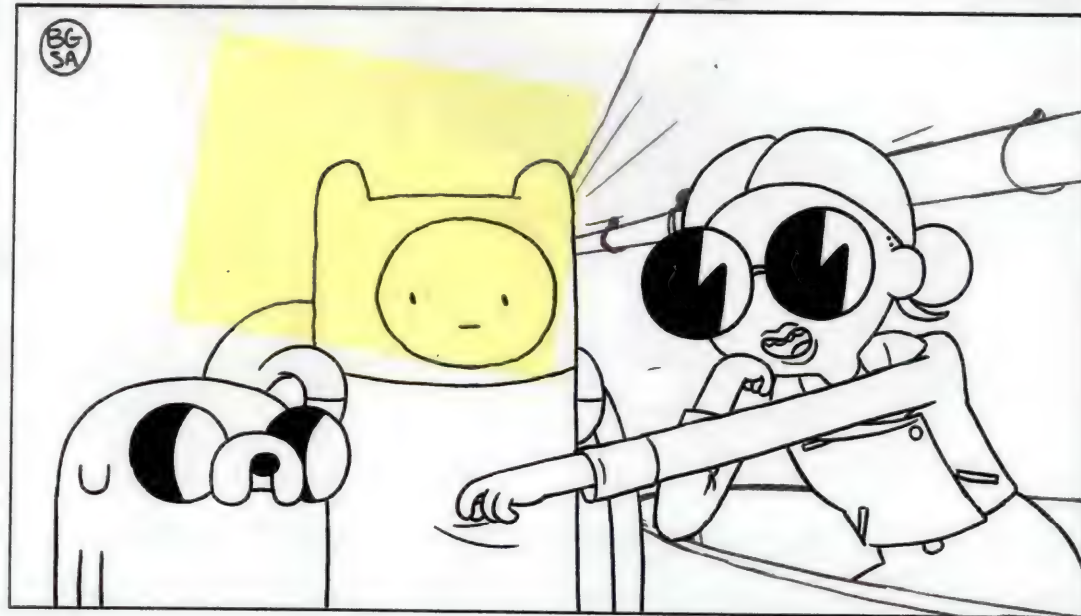


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Sc. 48 *cont* Pnl. F

Bg.

day night

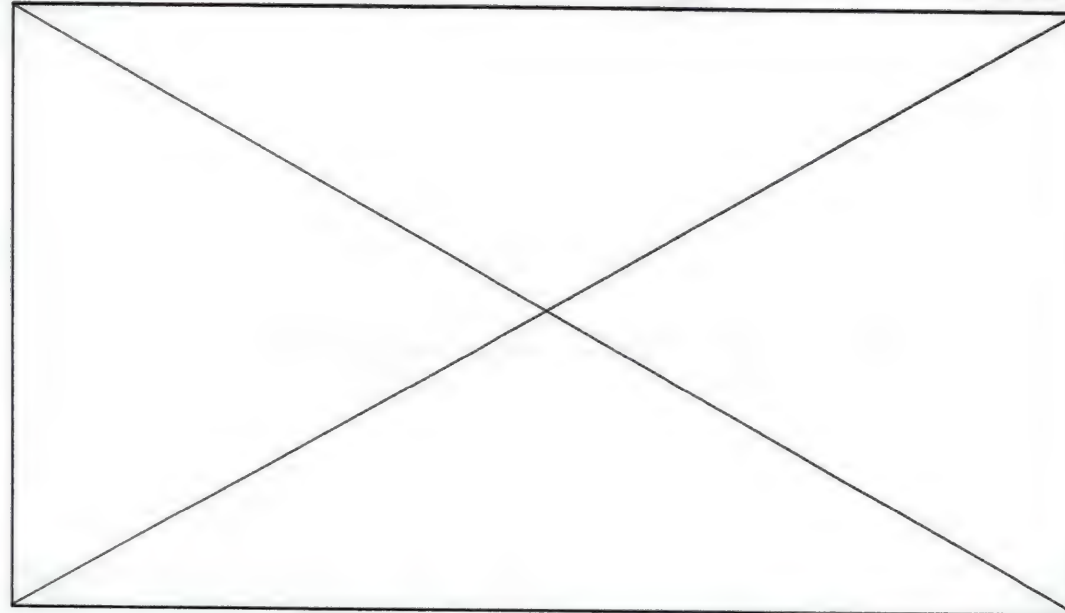


Sc.

Pnl.

Bg.

day night



Dialog:

(P) WHO'S A GOOD BOY?

Action:

Timing:



DEC 02 2015

Production :

EPISODE #

1034-242

1034/242

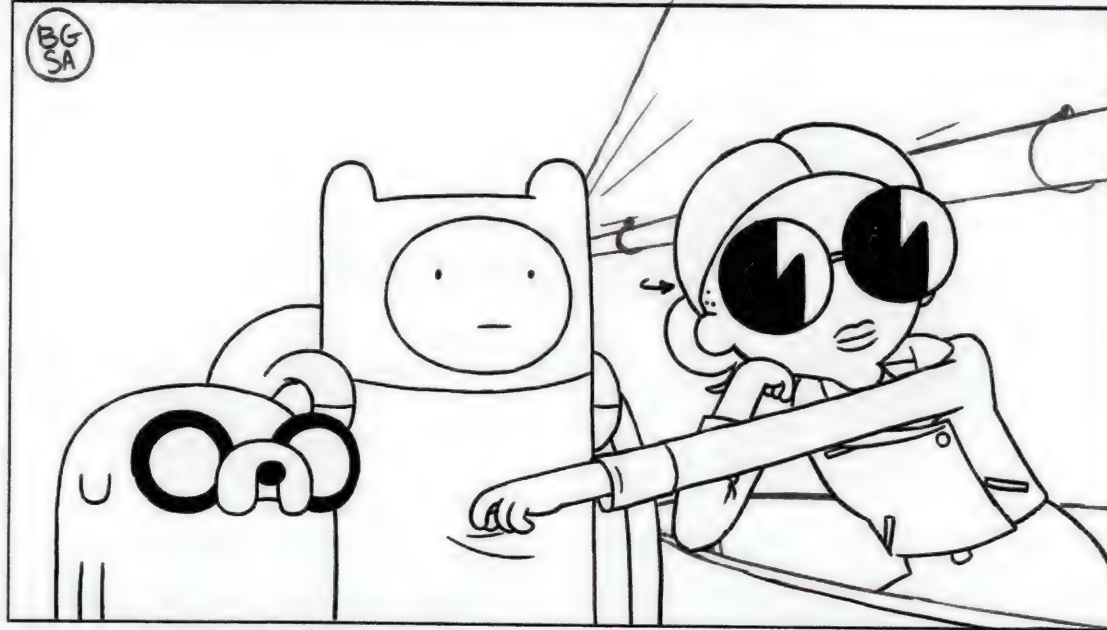
1034/242

ADVENTURE TIME

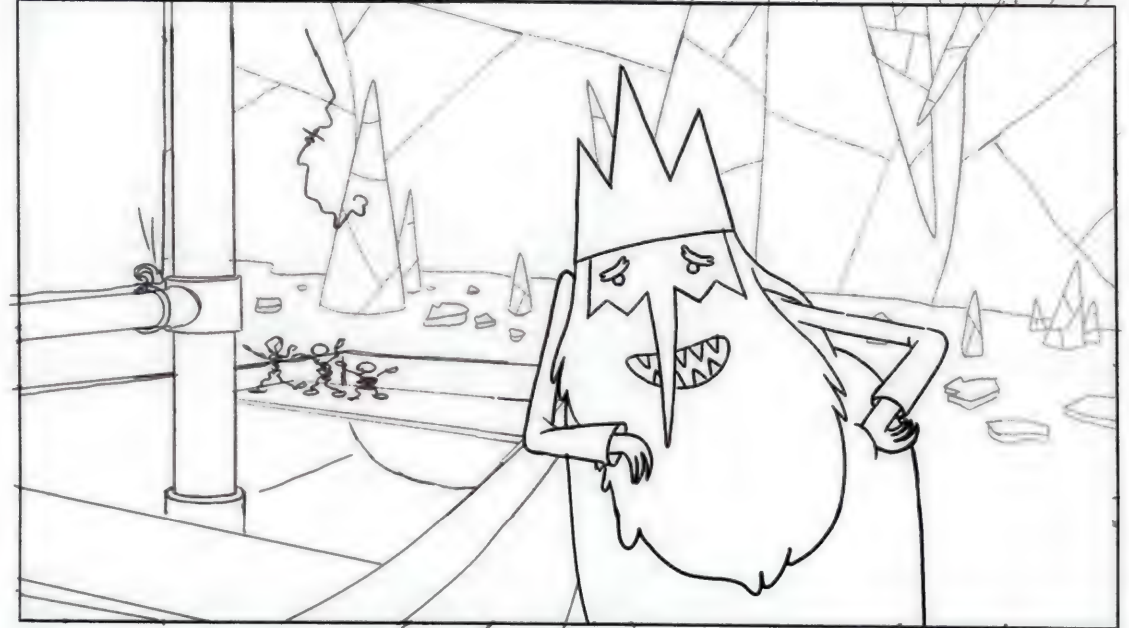


Page 85

Sc. 48 CONT Pnl. G Bg. day night



Sc. 49 Pnl. A Bg. day night



Dialog: (IK) (O.S.) AHEN!

(IK) THEY CALL ME THE ICE KING

Action: P + F + J LOOK RIGHT.

DEC 02 2015

Timing:

1034-242

EPISODE #

1034/242

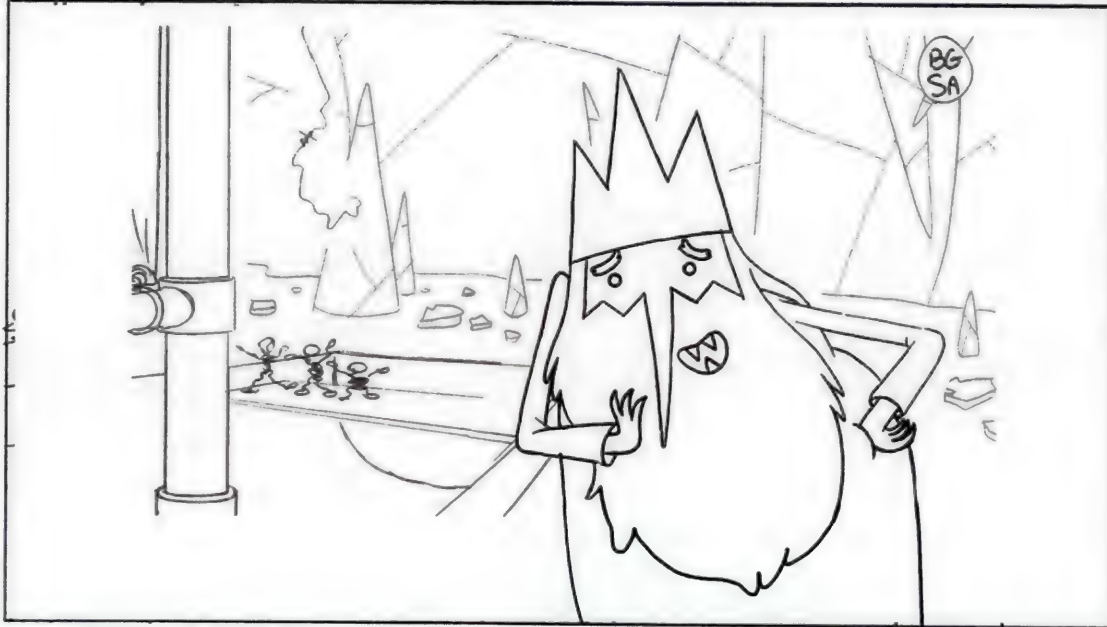
Production :

1034/242

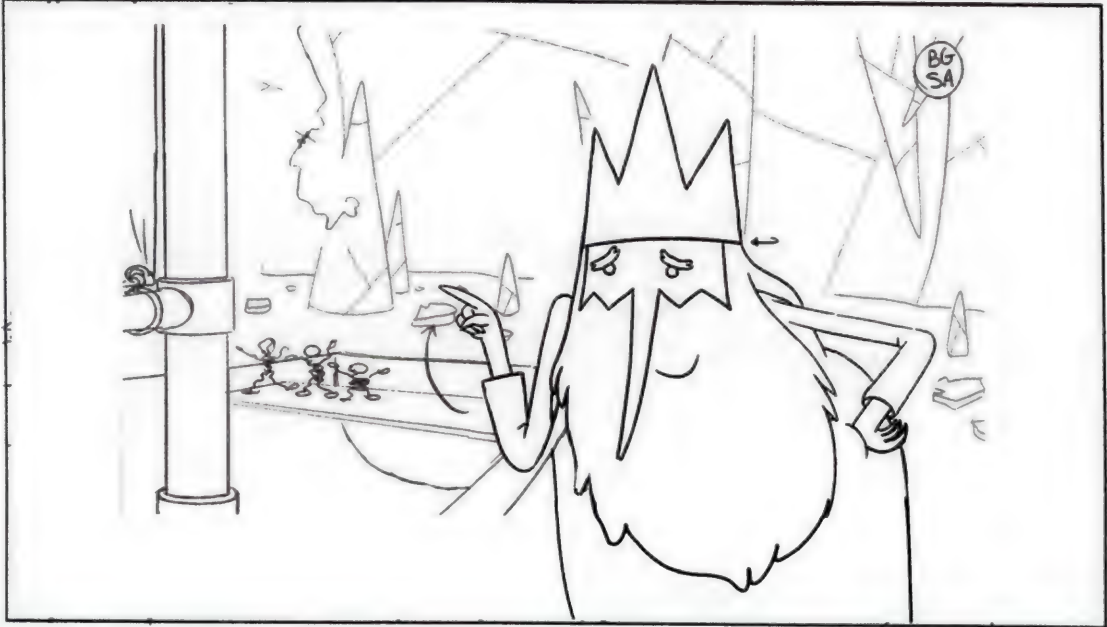


ADVENTURE TIME

Sc. 49 *cont* Pnl. B Bg. day night



Sc. 49 *cont* Pnl. C Bg. day night



Dialog:	(IK) I... ALSO MAKE ICE
Action:	(POINTS) DEC 02 2015
Timing:	

1034-242

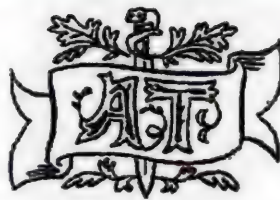
EPISODE #

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Production :

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ADVENTURE TIME

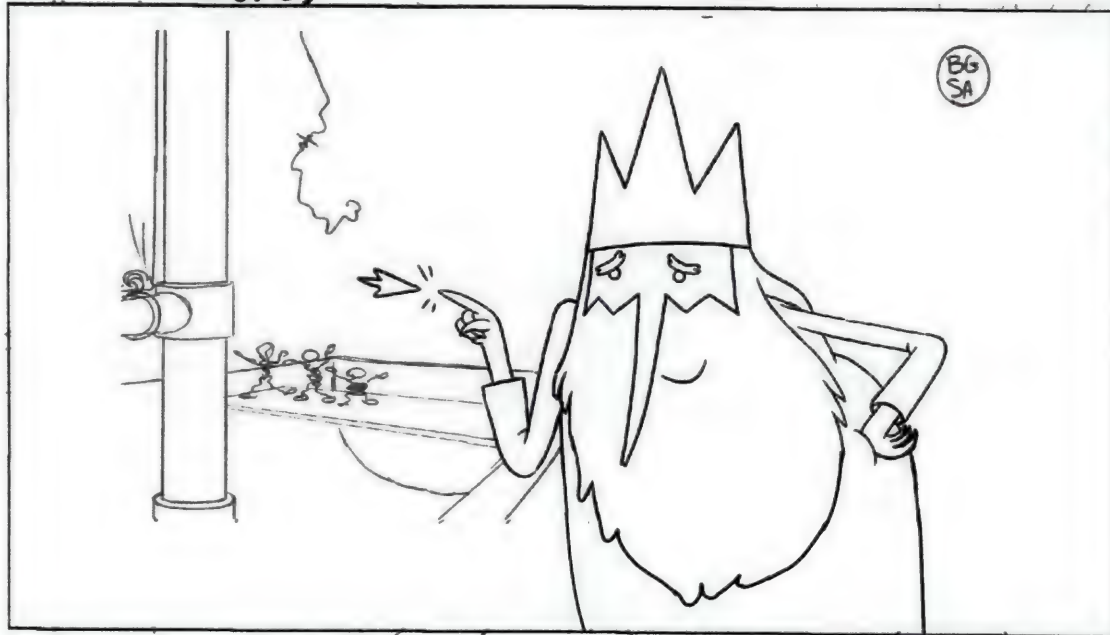


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Sc. **49 CONT** Pnl. **D**

Bg.

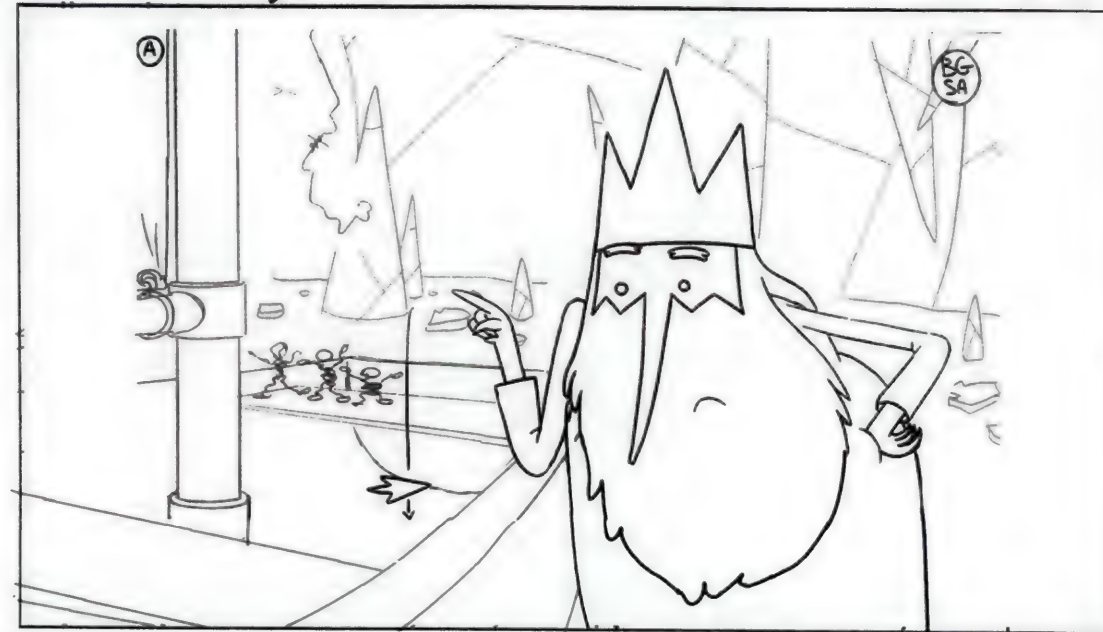
day night



Sc. **49 CONT** Pnl. **E**

Bg.

day night



Dialog:

(SFX) **FART!**

(SFX) **CLINK!**

Action:

<**FART!**>
OF
ICE MAGIC.

- ICE MAGIC
FALLS, BREAKS

Timing:

(E1)

(E2)

DEC 02 2015

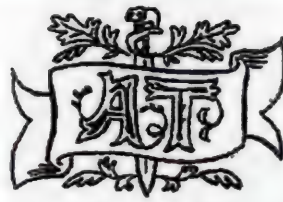


Production :

EPISODE # **1034-242**
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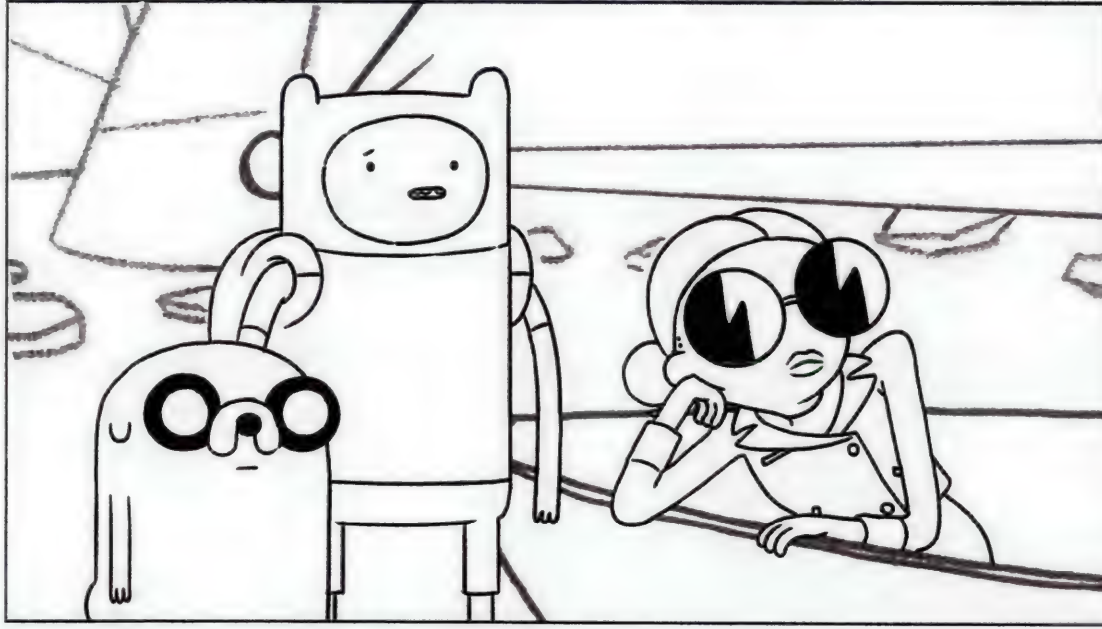
1034/242

ADVENTURE TIME

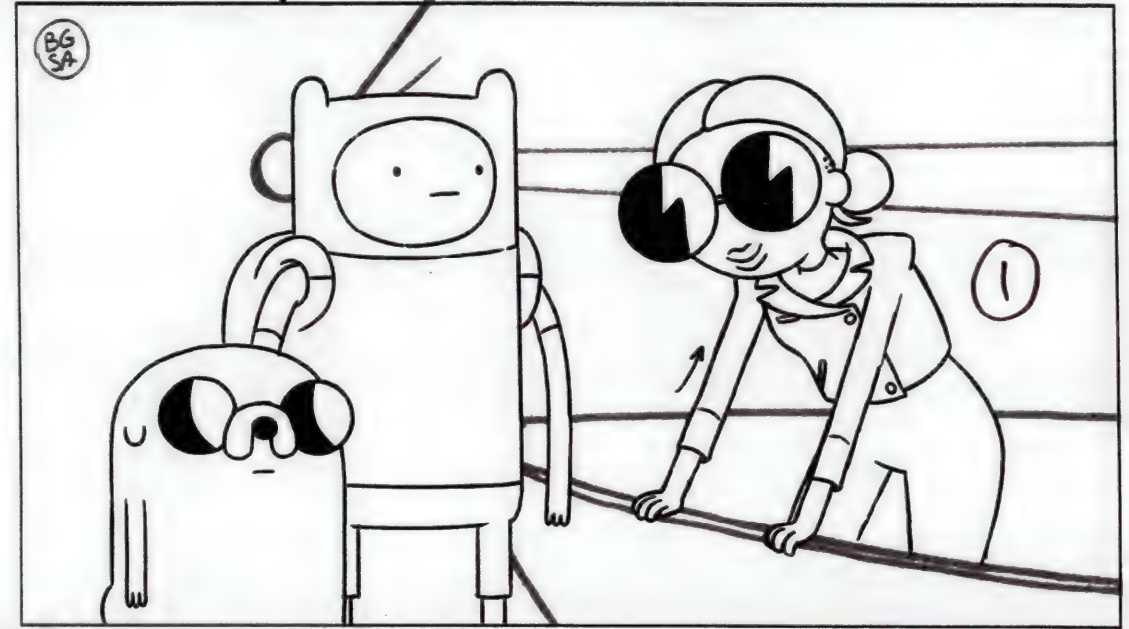




Page 88

Sc. 50 Pnl. A Bg. day night



Sc. 50 cont Pnl. B Bg. day night



Dialog:	(F) HE'S BEEN USING HIS POWERS A LOT TODAY	
Action:		
Timing:		

EPISODE # 1034-242

1034/242

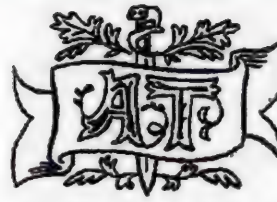
Production :

1034/242

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ADVENTURE TIME

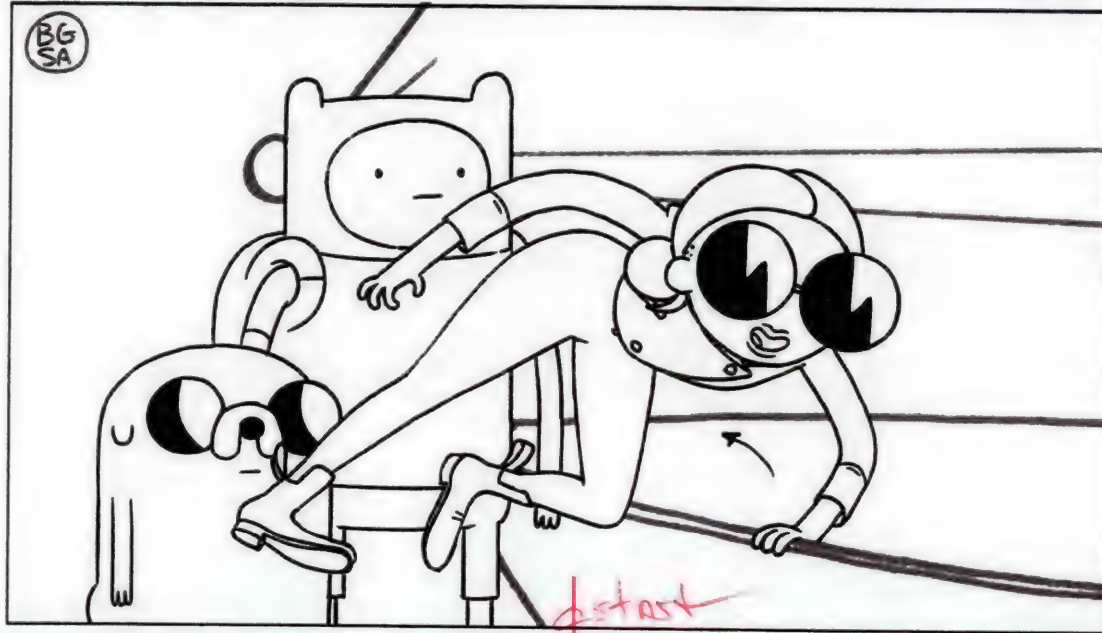


Page 89

Sc. 50 *cont* Pnl. C

Bg.

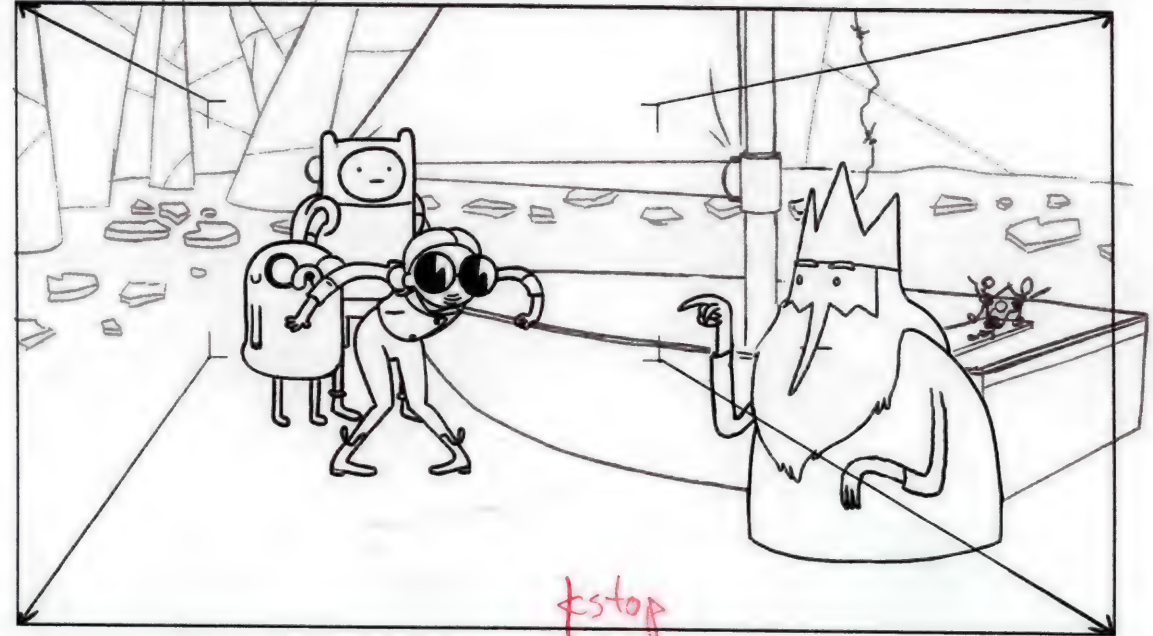
day night



Sc. 50 *cont* Pnl. D

Bg.

day night



Dialog:

Ⓟ HUP

Action:

- P. HOPS OVER RAIL.

-TRUCK OUT AS P. LANDS.

DEC 02 2015

Timing:

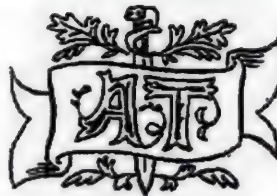
EPISODE # 1034-242

1034/242

Production :

1034/242

ADVENTURE TIME



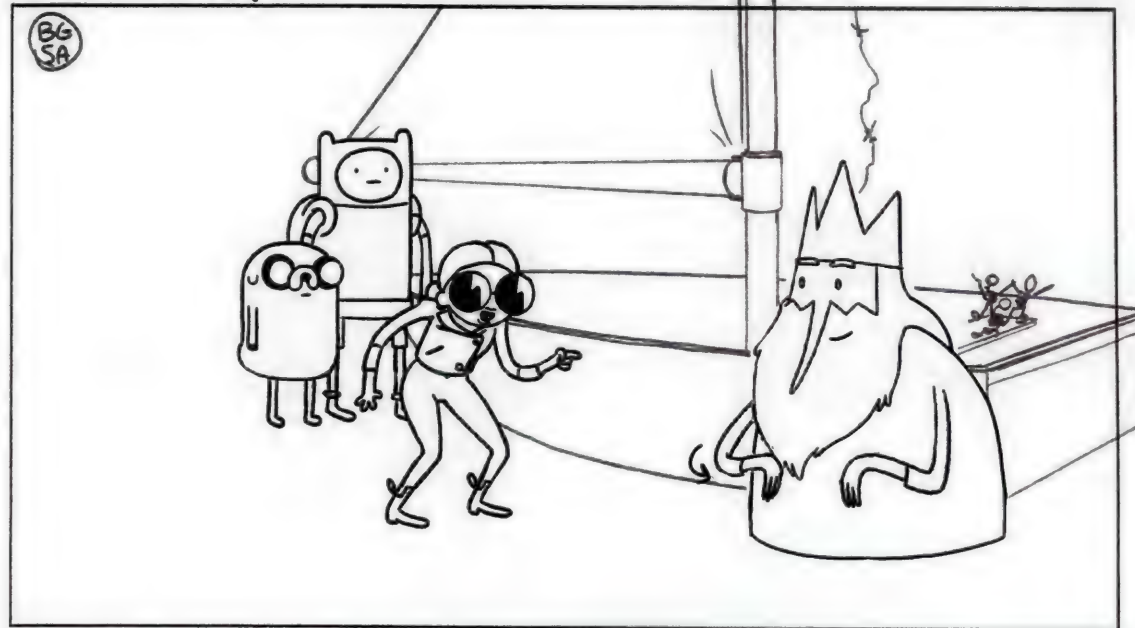
Page 90

Sc. 50 CONT

Pnl. E

Bg.

day night

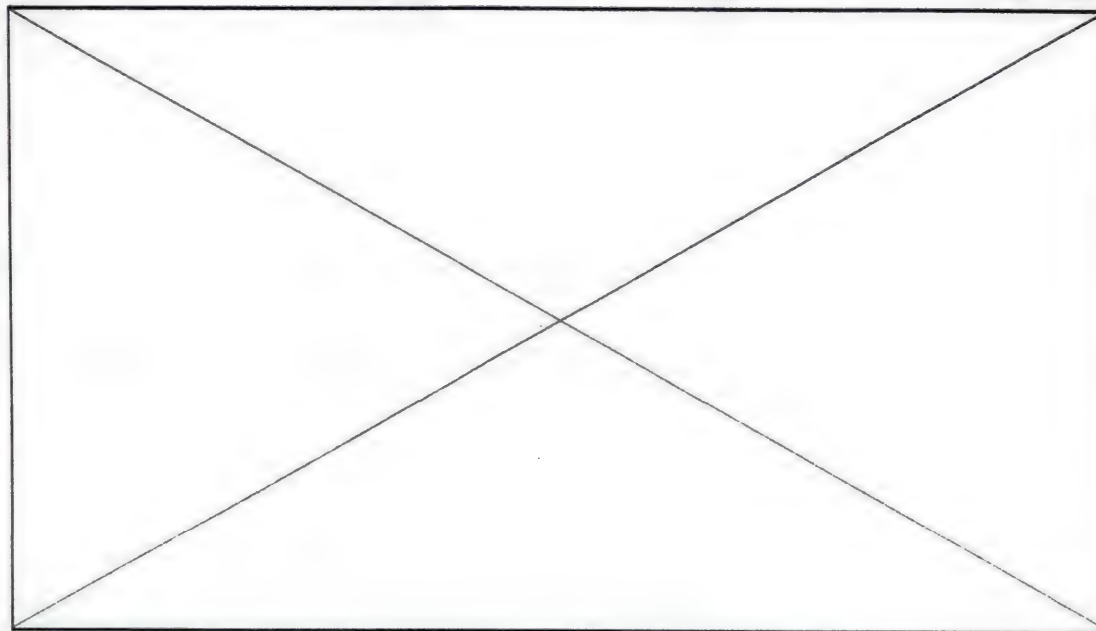


Sc.

Pnl.

Bg.

day night



Dialog:

Ⓟ WELL, I THINK YOU'RE PRETTY GROOVY

DO YOU WANNA...

Action:

DEC 02 2015

Timing:

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1034/242

Production :

1034/242

ADVENTURE TIME



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9/1/15
day night

Sc. 50 CONT

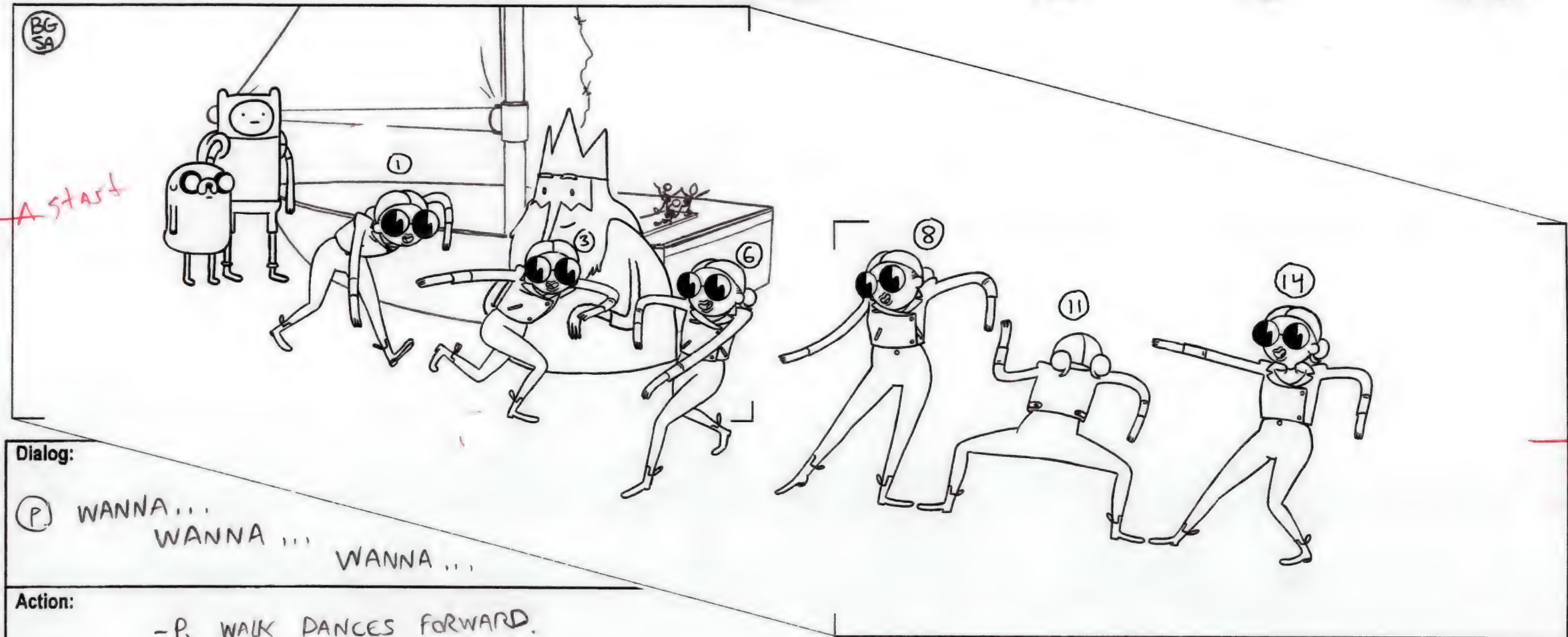
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

(P) WANNA...
WANNA... WANNA...

Action:

- P. WALK DANCES FORWARD.
PAN W/ ACTION.
- IK TRACKS ACTION W/ HEAD & EYES

Timing:

- SEE NEXT PG FOR ADDITIONAL POSES
- SEE ANIMATIC FOR TIMING

(P) ...BE MY ACOLYTE? DEC 02 2015

EPISODE #

1034/242

Production :

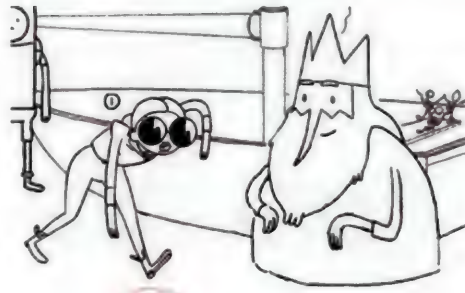
1034/242

ADVENTURE TIME



Page 91A
NEXT
day night

Sc. 50 ADDITIONAL POSES.



F1



F2



F3



F4



F5



F6



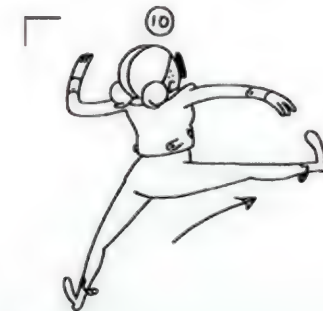
F7



F8



F9



F10



F11



F12



F13



F14

-SEE ANIMATIC
FOR
TIMING

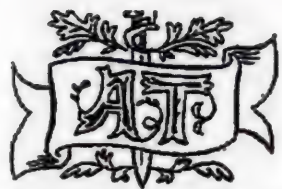
DEC 02 2015

EPISODE # 1034/242
1034-242

Production :

1034/242

ADVENTURE TIME

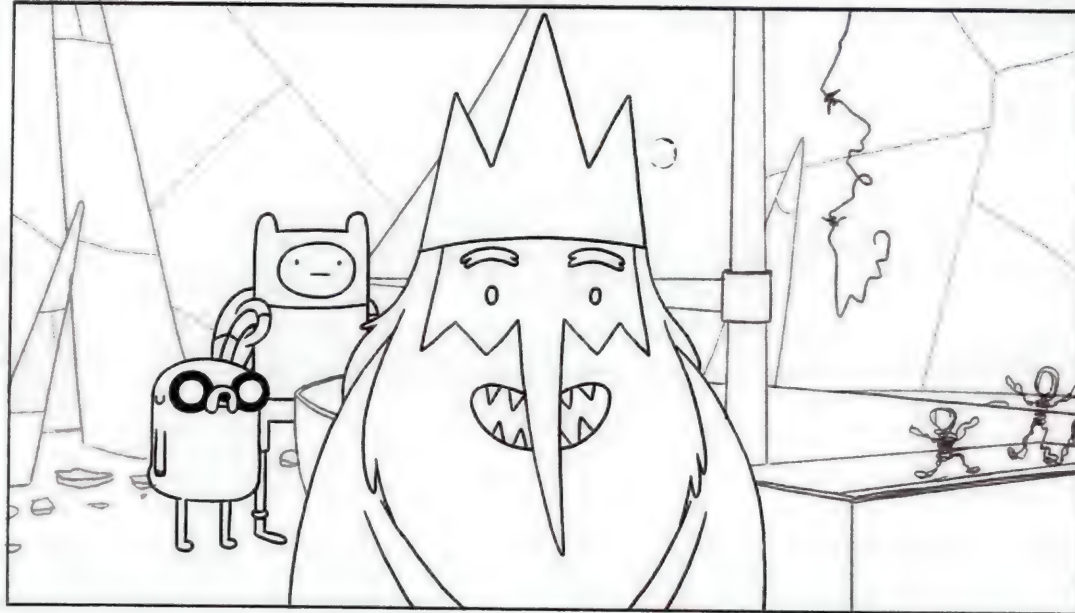


Sc. 51

Pnl. A

Bg.

day night



Sc. 52

Pnl. A

Bg.

day night



Dialog:

(IK) SURE! WHAT'S THAT? LIKE A BOYFRIEND?

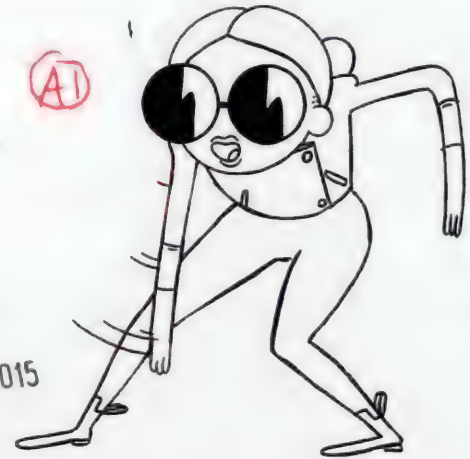
(P) MORE LIKE AN INTERN

Action:

Timing:



CYCLE
(A) / (AI)



DEC 02 2015

Production :

EPISODE #

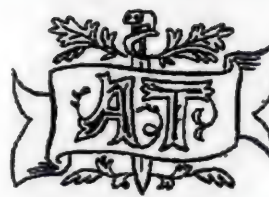
1034-242

1034/242

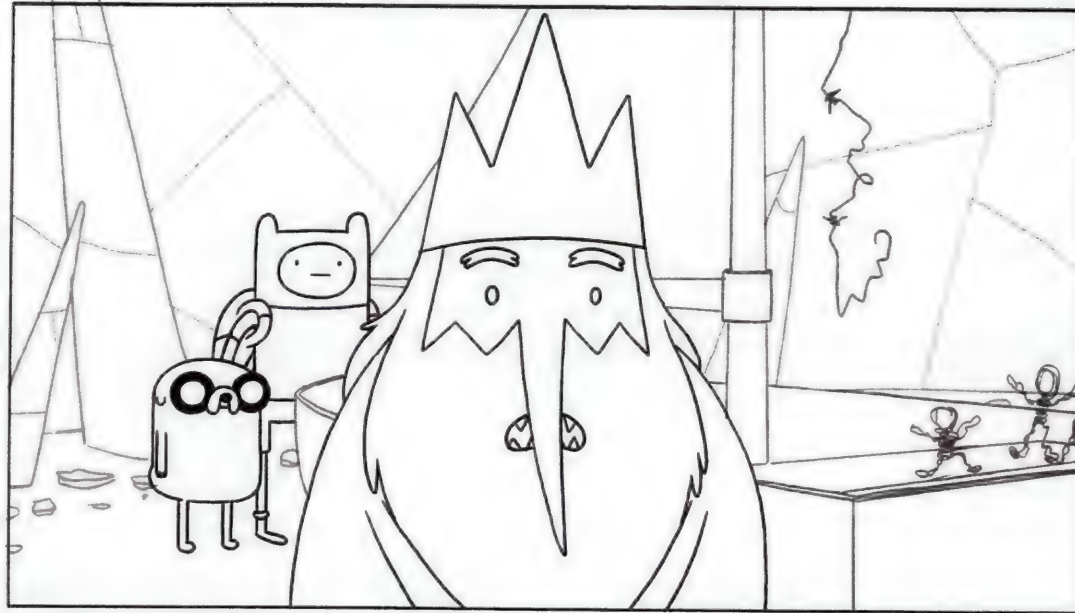
1034/242

1034/242

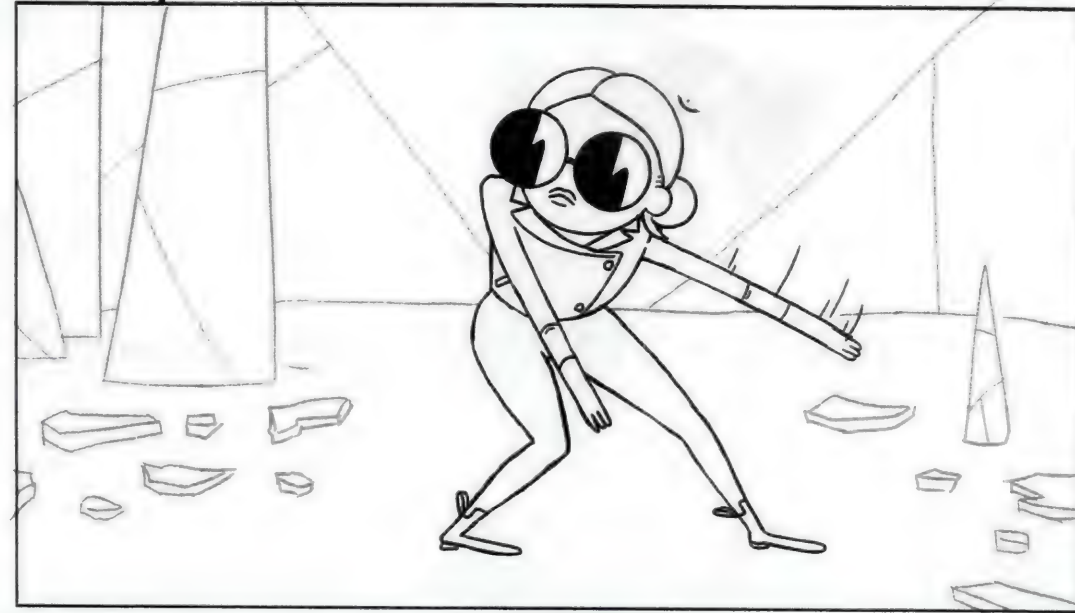
ADVENTURE TIME



Sc. 53 Pnl. A Bg. day night



Sc. 53A Pnl. A Bg. day night



Dialog:

IK OH.

Action:

- IK LOOKS DISAPPOINTED.

CYCLE

A/AD

Timing:



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ADVENTURE TIME



Page 94

Sc. 53A cont Pnl. B

Bg.

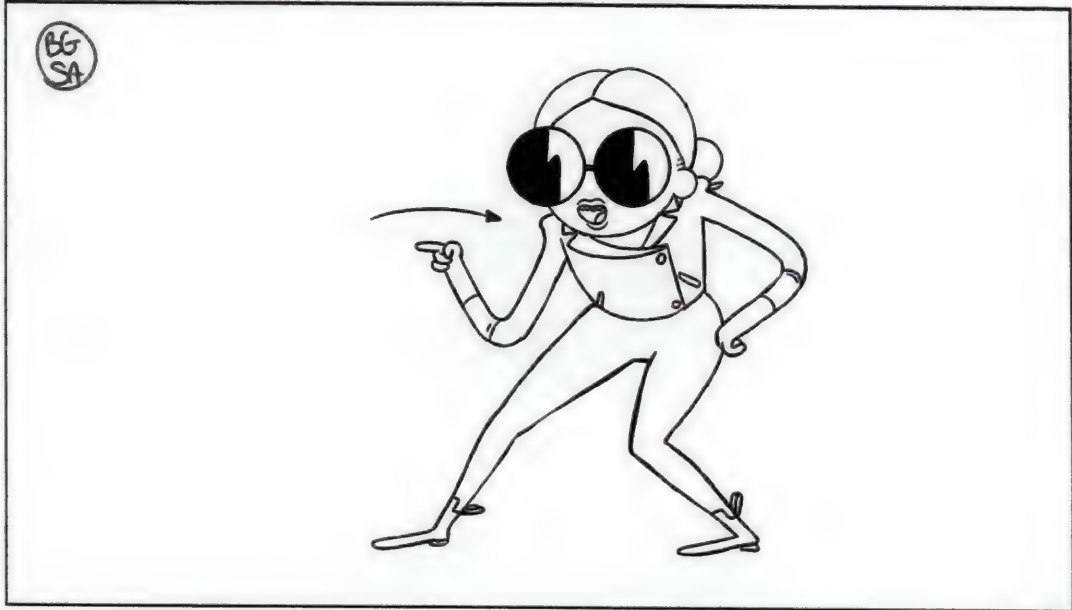
day night



Sc. 53A cont Pnl. C

Bg.

day night



Dialog:

(P) UH...

(P) NO, YOU'RE RIGHT, IT IS MORE LIKE A BOYFRIEND!

Action:

Timing:

DEC 02 2015

Production :

EPISODE # 1034-242

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1034/242

1034/242

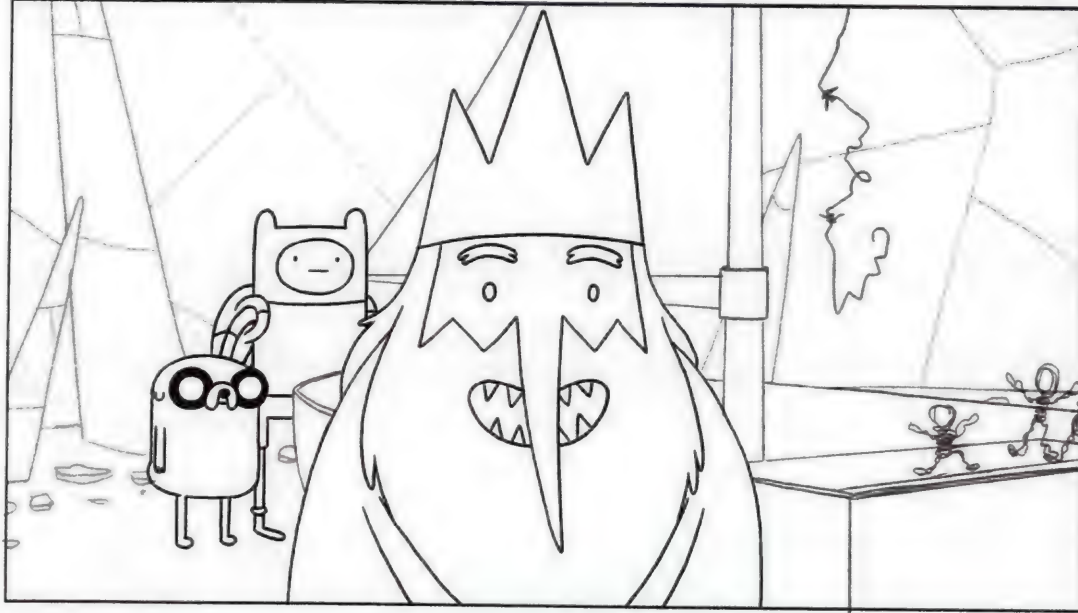
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ADVENTURE TIME

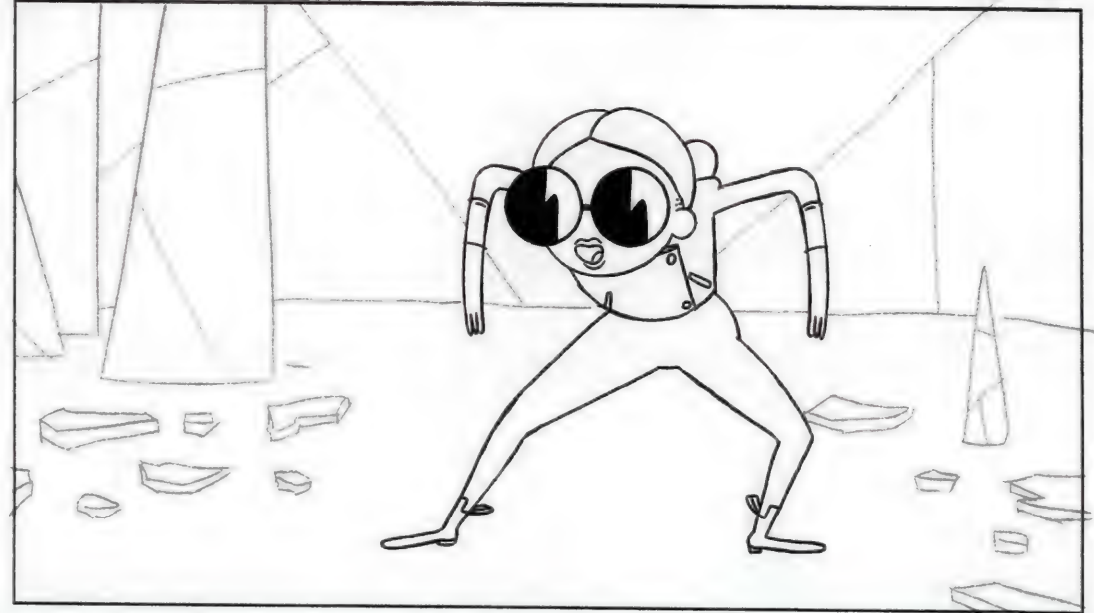


Page 95

Sc. 54 Pnl. A Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog:

Ⓚ COOL!

Ⓟ HA HA

Action:

DEC 02 2015

Timing:

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EPISODE #

1034/242

Production :

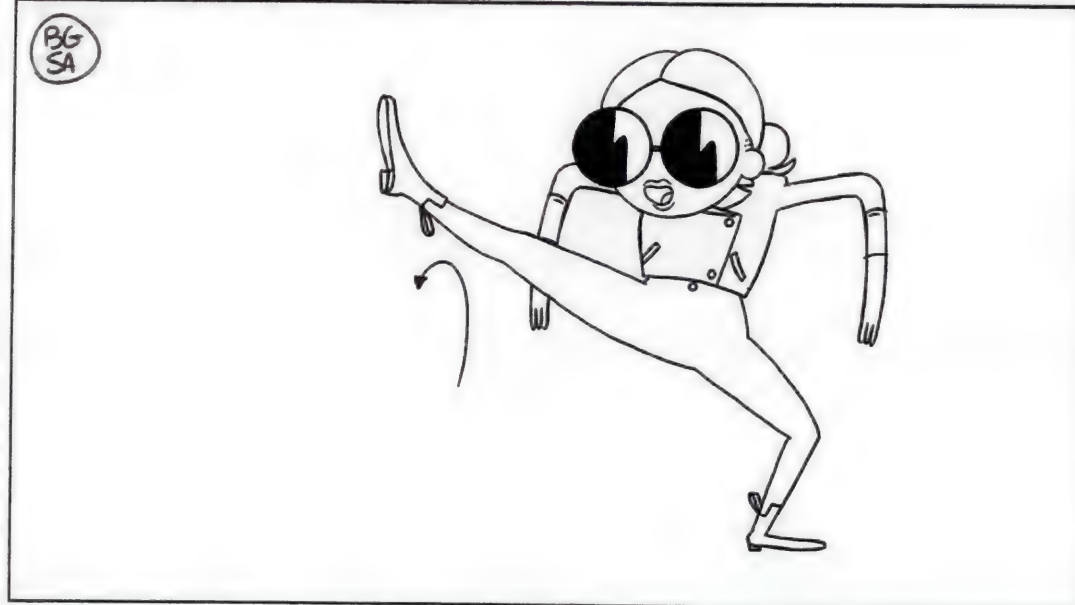
1034/242

ADVENTURE TIME

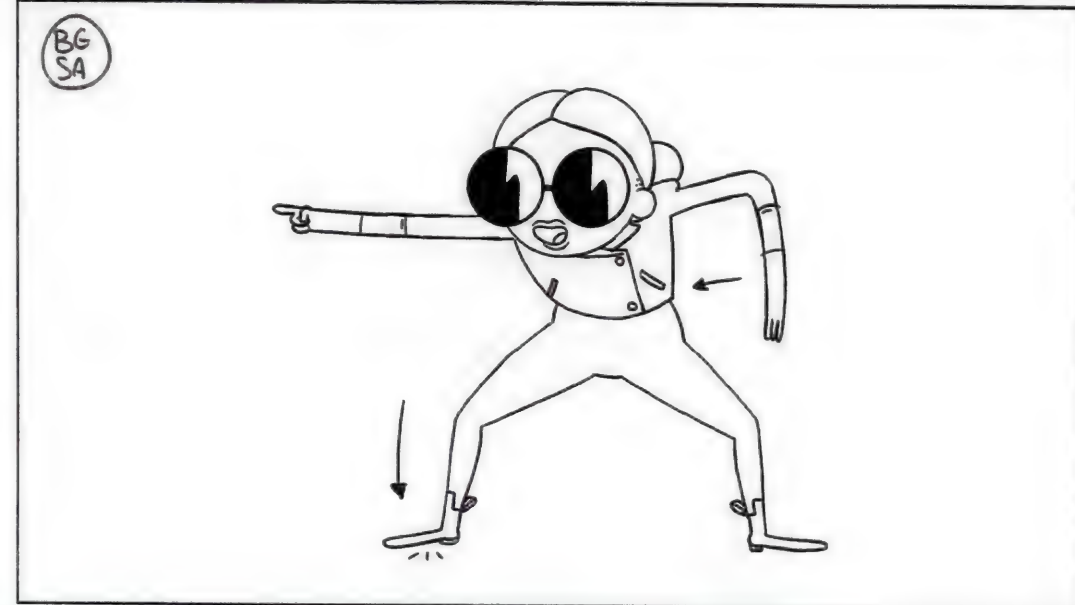


Page 96

Sc. 55 *cont* Pnl. B Bg. day night



Sc. 55 *cont* Pnl. C Bg. day night



Dialog:

Ⓟ YOU'RE

Action:

DEC 02 2015

Timing:

Ⓟ COOL!

Production :

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1034/242

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ADVENTURE TIME

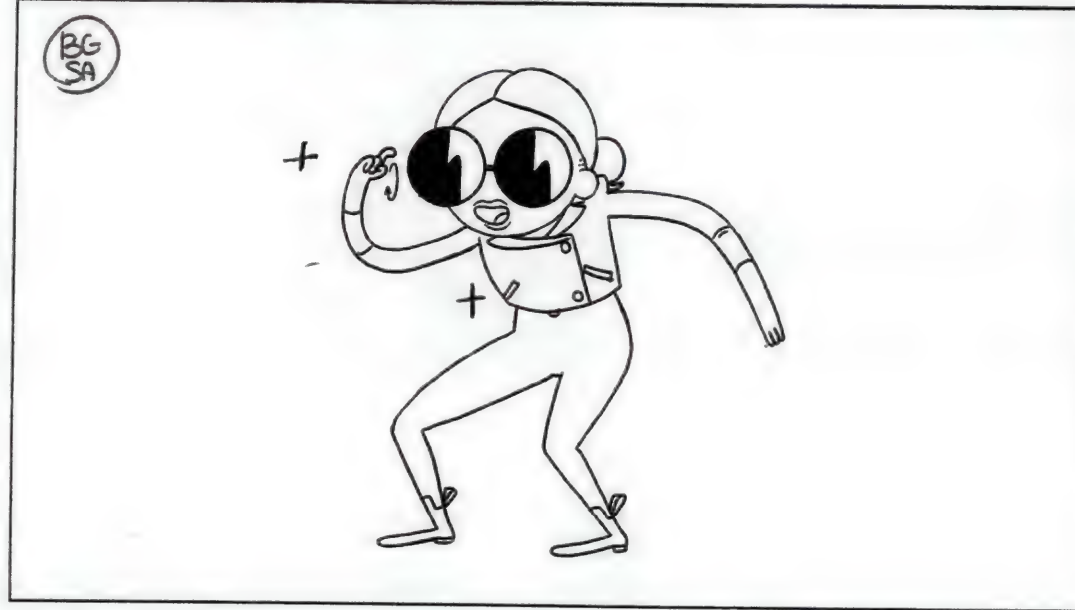


Page 97

Sc. *55 cont* Pnl. D

Bg.

day night



Sc. *55 cont* Pnl. E

Bg.

day night



Dialog:

Ⓟ DIALED IN, YOU KNOW?

Action:

Ⓛ Ⓛ Ⓛ Ⓛ

Timing:



(WEIRD DANCING)

EEI, EEI, EEI

DEC 02 2015



EPISODE # 1034-242

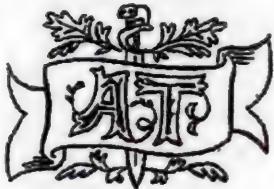
1034/242

Production :

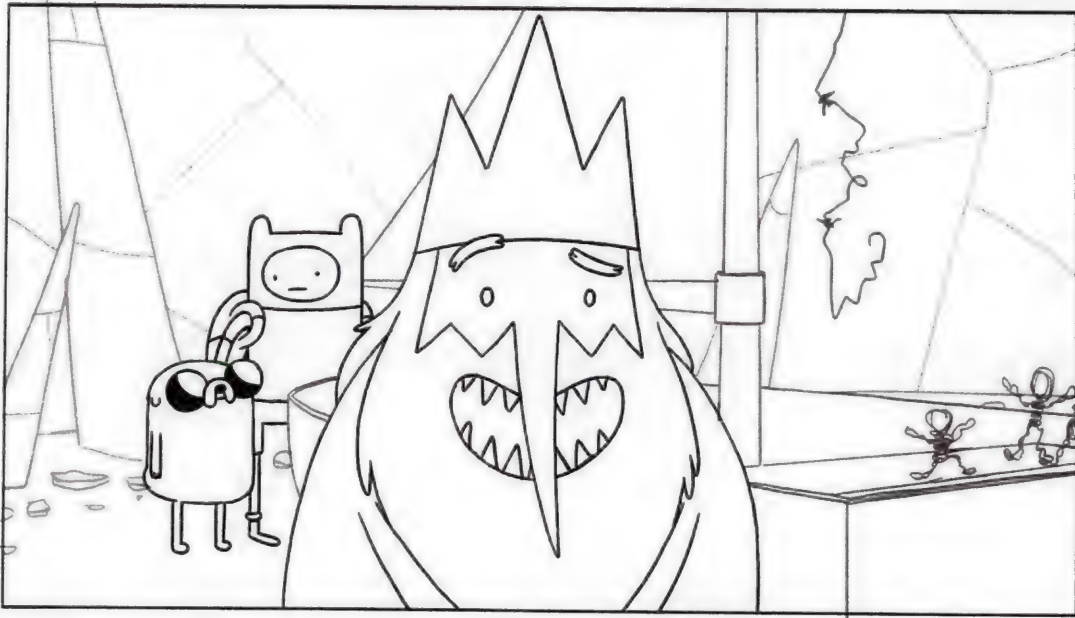
1034/242

1034/242

ADVENTURE TIME



Sc. 56 Pnl. A Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

(IK) Haha uh wha?

(P) Yeah... uh...

Action:

Timing:

SP

AI

(DANCING)

A, AI, A, AI, A, AI,

DEC 02 2010



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Production :

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1034/242

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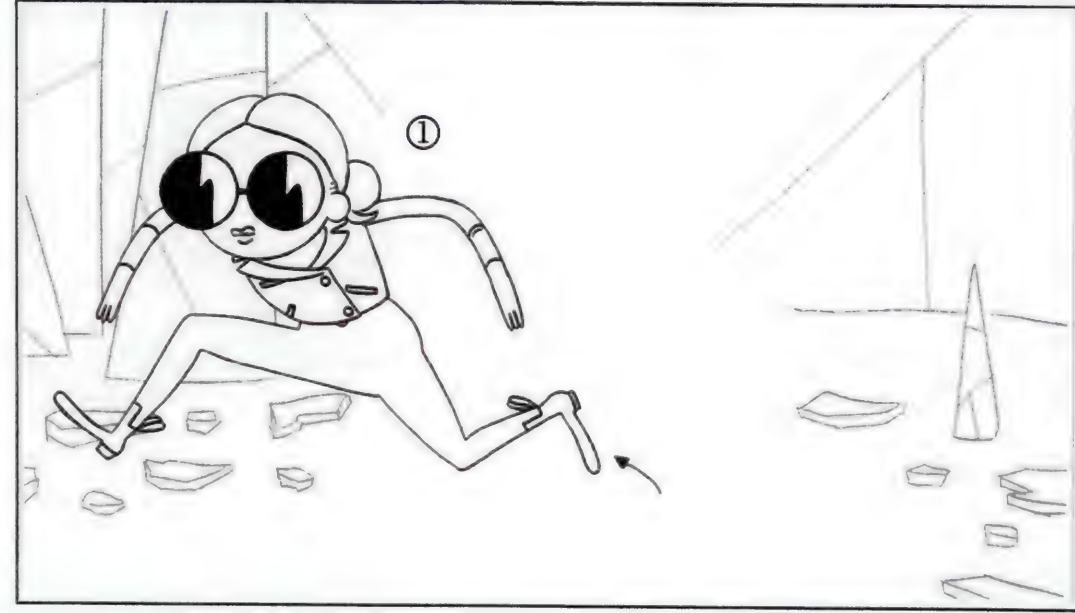


Page 99

Sc. 57 *CONT* Pnl. B Bg. day night



Sc. 57 *CONT* Pnl. C Bg. day night



Dialog:	(P) HEY!
Action:	- P. BOUNDS. (1)
Timing:	OS DEC 02 2015

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ADVENTURE TIME



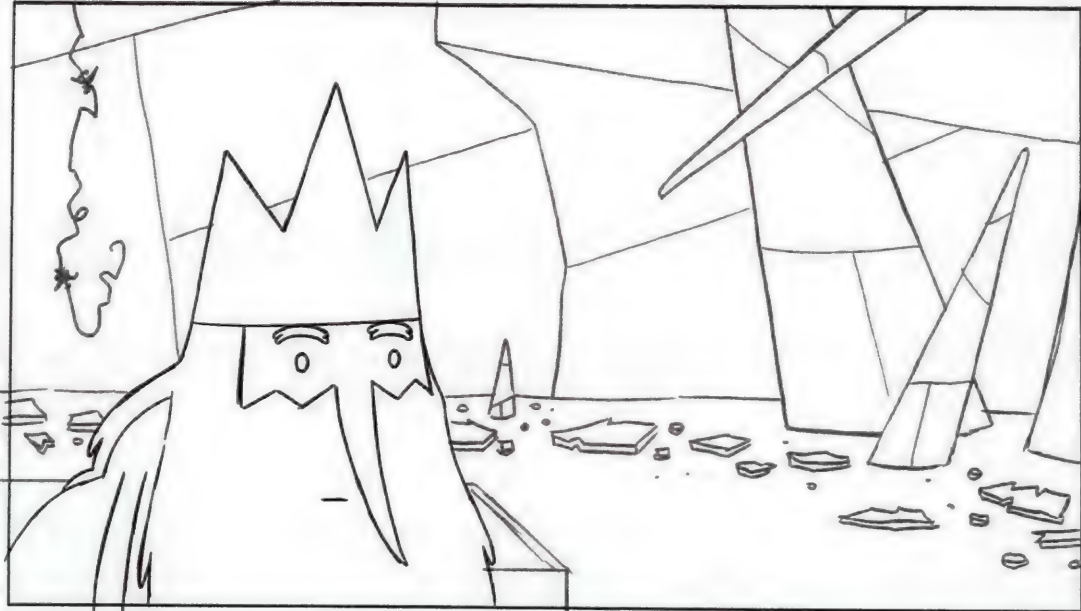
Page 100

Sc. 58

Pnl. A

Bg.

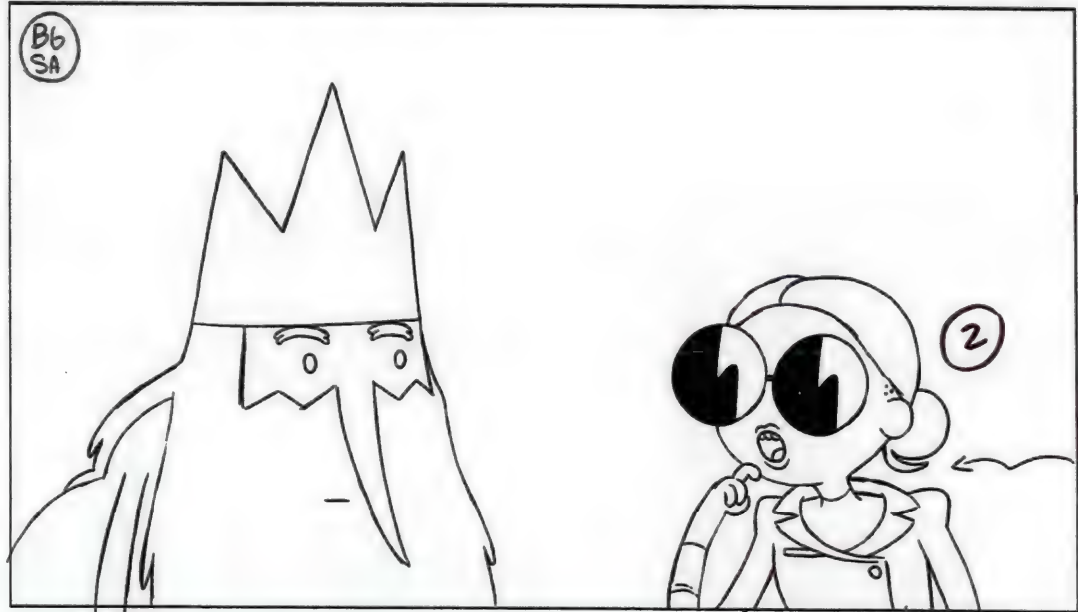
day night



Sc. 58 *cont* Pnl. B

Bg.

day night



Dialog:

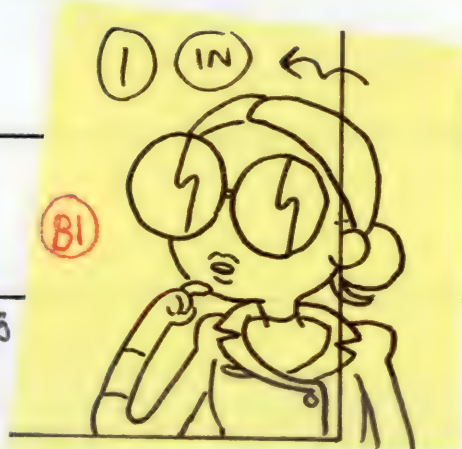
(P) THIS MIGHT BE A WEIRD QUESTION...

Action:

-P. WALKS ON/S.

Timing:

DEC 02 2015



EPISODE #

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1034/242

Production :

1034/242

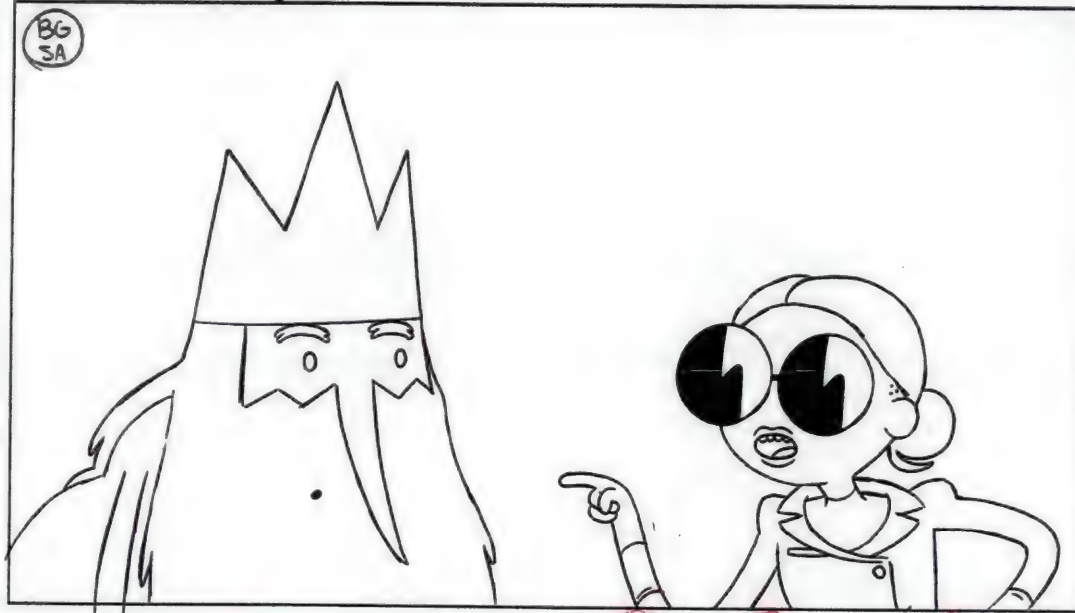
1034/242

ADVENTURE TIME

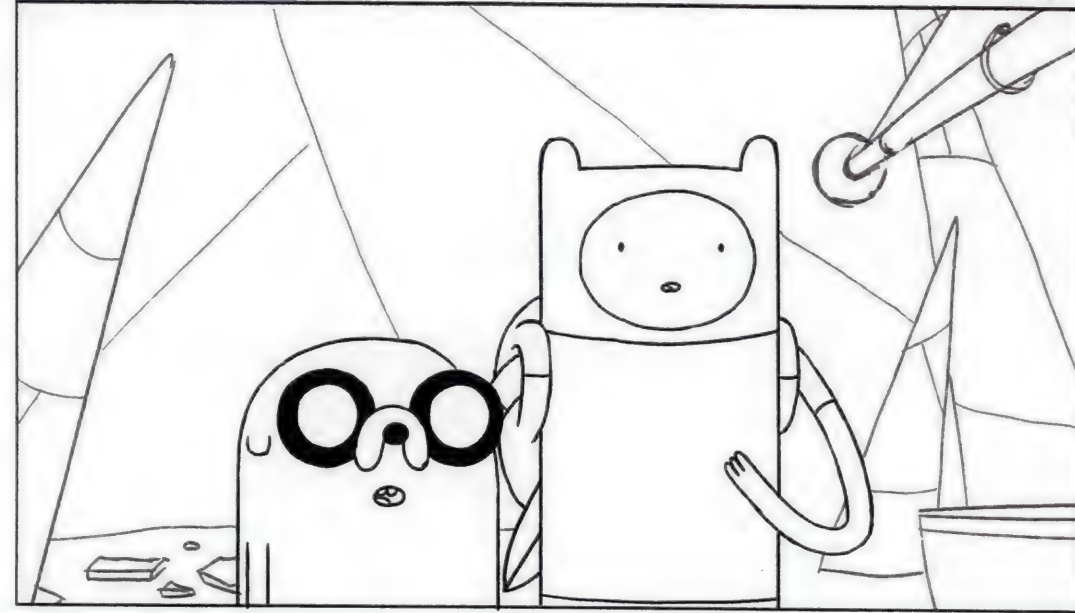


Page 101

Sc. 58 *cont* Pnl. C Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog: (1K) ... BUT DO YOU KNOW WHERE THE SLIME, CANDY, AND FIRE DUDES ARE?

DEC 02 2015

Action:

Timing:

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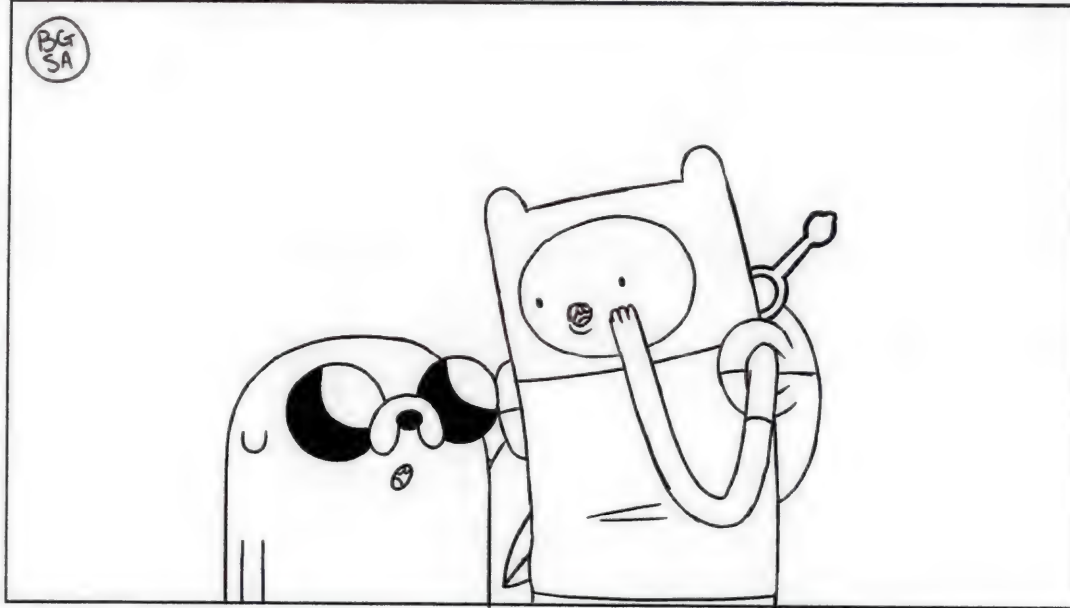


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Sc. 59 *CONT* Pnl. B

Bg.

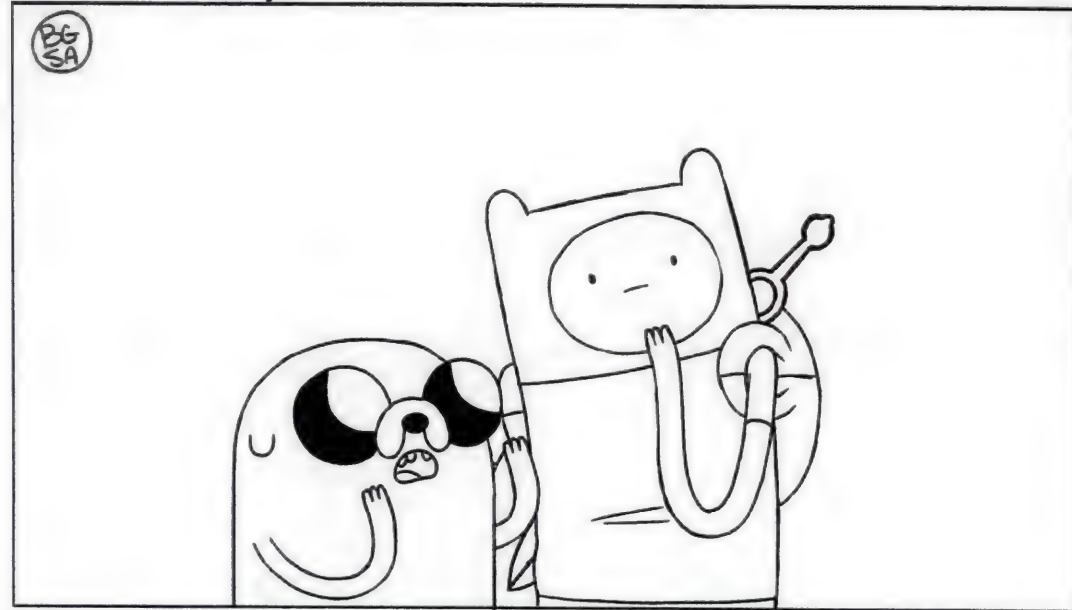
day night



Sc. 59 *CONT* Pnl. C

Bg.

day night



Dialog:

Ⓕ (WHISPER) SHE'S TALKING ABOUT THE PRINCESSES...

Ⓖ (WHISPER) I'M STARTING TO GET A WEIRD FEELING...

Action:

DEC 02 2015

Timing:

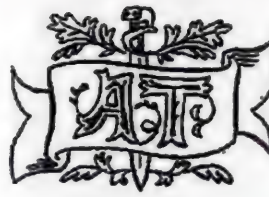
EPISODE # 1034-242

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Production :

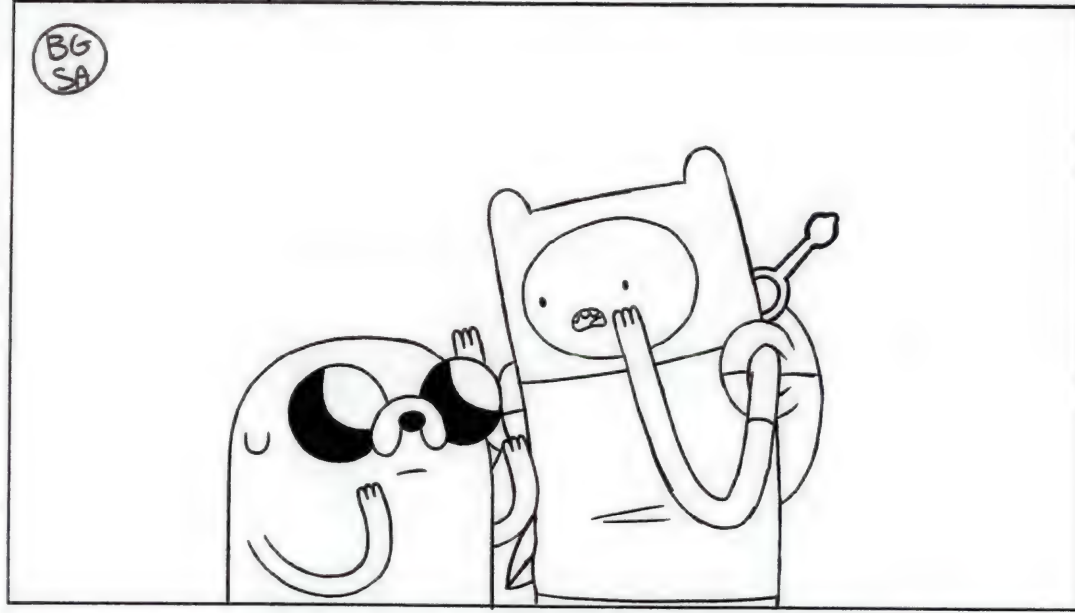
1034/242

ADVENTURE TIME

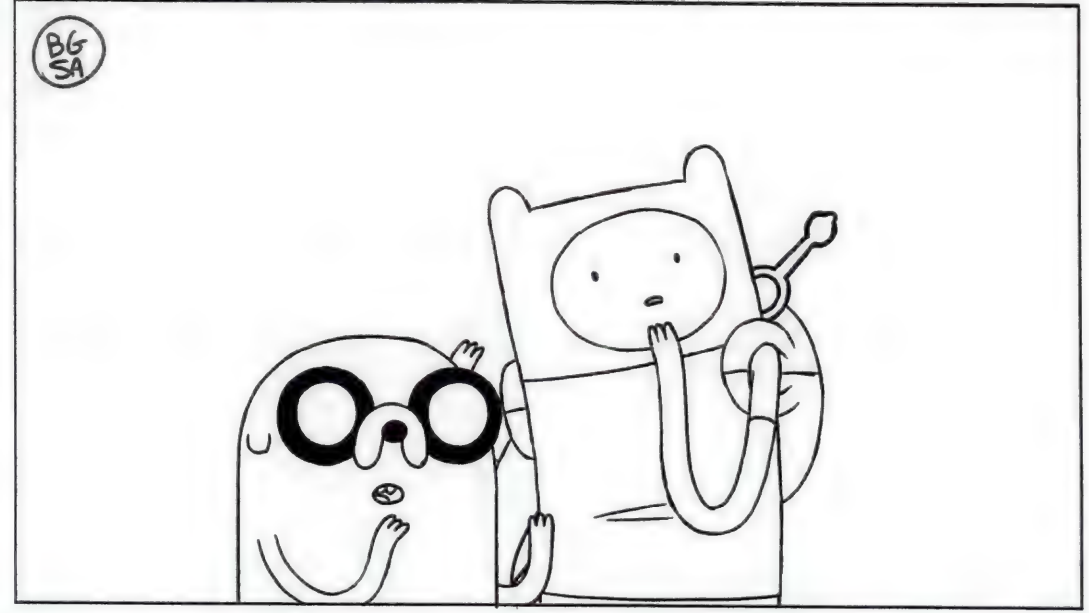


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Sc. 59 *cont* Pnl. D Bg. day night



Sc. 59 *cont* Pnl. E Bg. day night



Dialog:	(F) (WHISPER) Yea, LET'S NOT TELL HER —	(IK) (O.S.) OHHH! YOU MUST MEAN...
Action:		
Timing:		

DEC 02 2015

Production :

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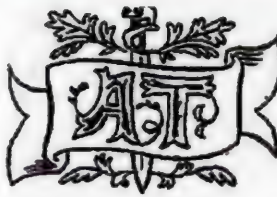
1034/242

1034/242

1034/242

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ADVENTURE TIME



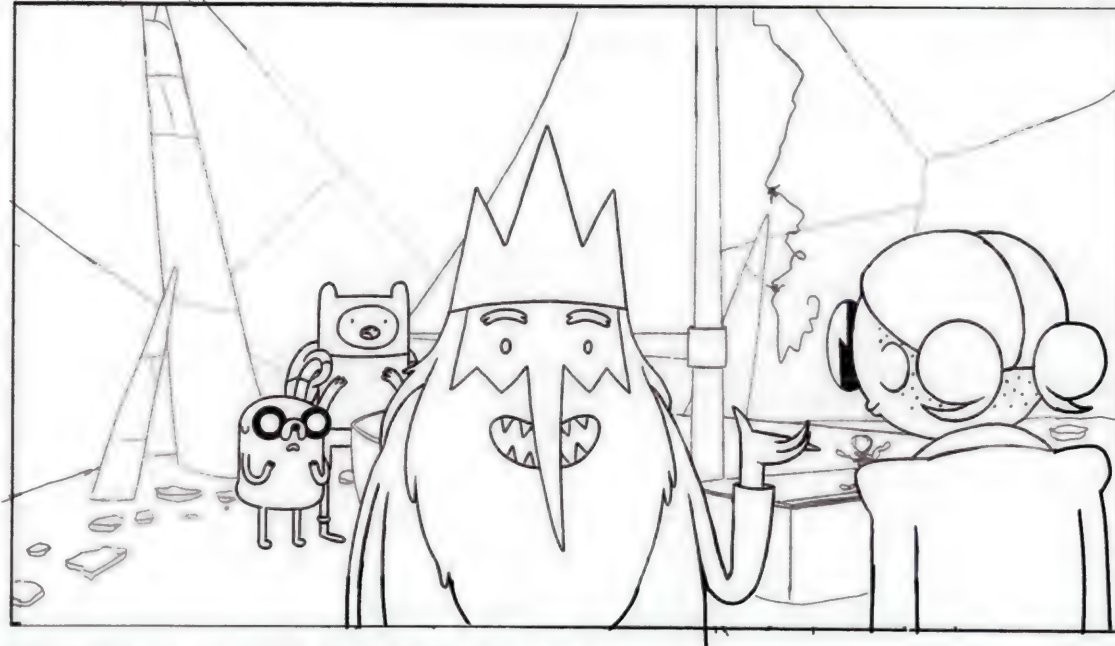
Page 104

Sc. 60

Pnl. A

Bg.

day night

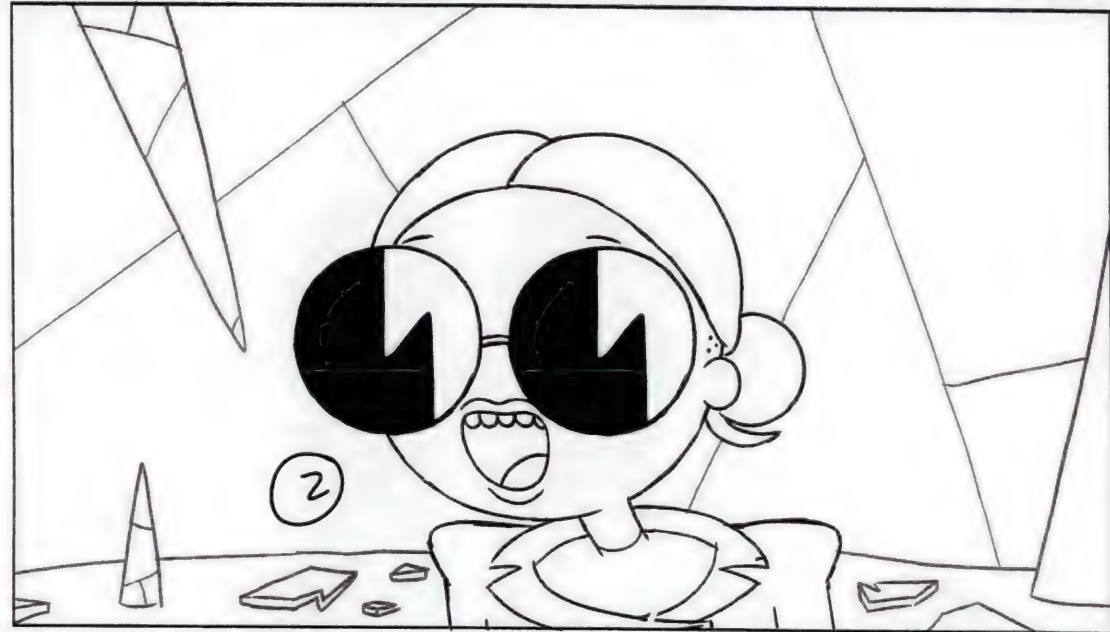


Sc. 61

Pnl. A

Bg.

day night



Dialog:

(IK) ... SLIME PRINCESS, PRINCESS BUBBLEGUM,
AND FLAME PRINCESS!

Action:

Timing:



DEC 0 2 2015

1034-242

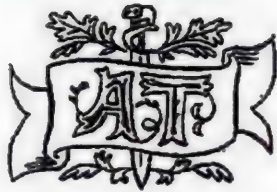
EPISODE #

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Production :

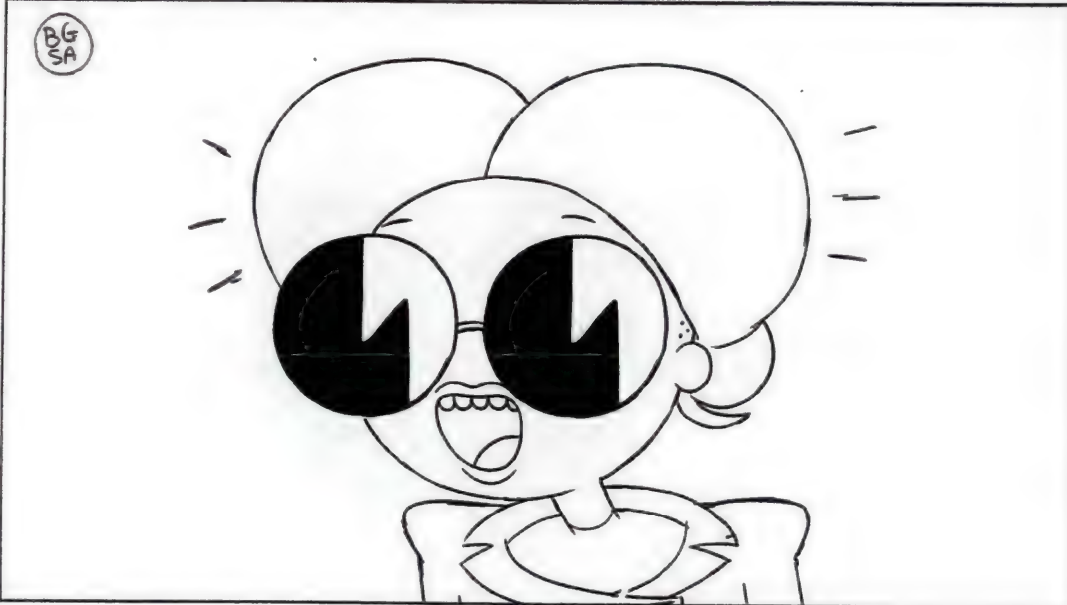
1034/242

ADVENTURE TIME

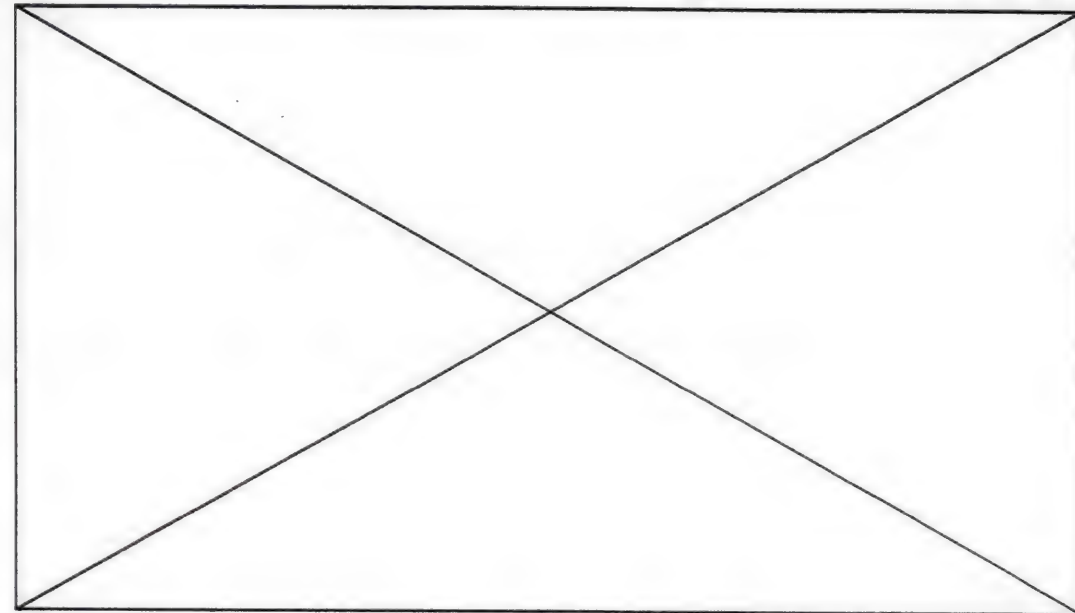


Page 105

Sc. 61 *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(SFX) FOOMP! (P) PRINCESSES?
Action:	(HAIR PUFFS OUT IN EXCITEMENT)
Timing:	DEC 02 2015

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EPISODE #

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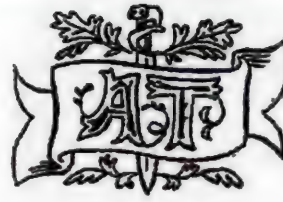
Production :

1034/242

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ADVENTURE TIME



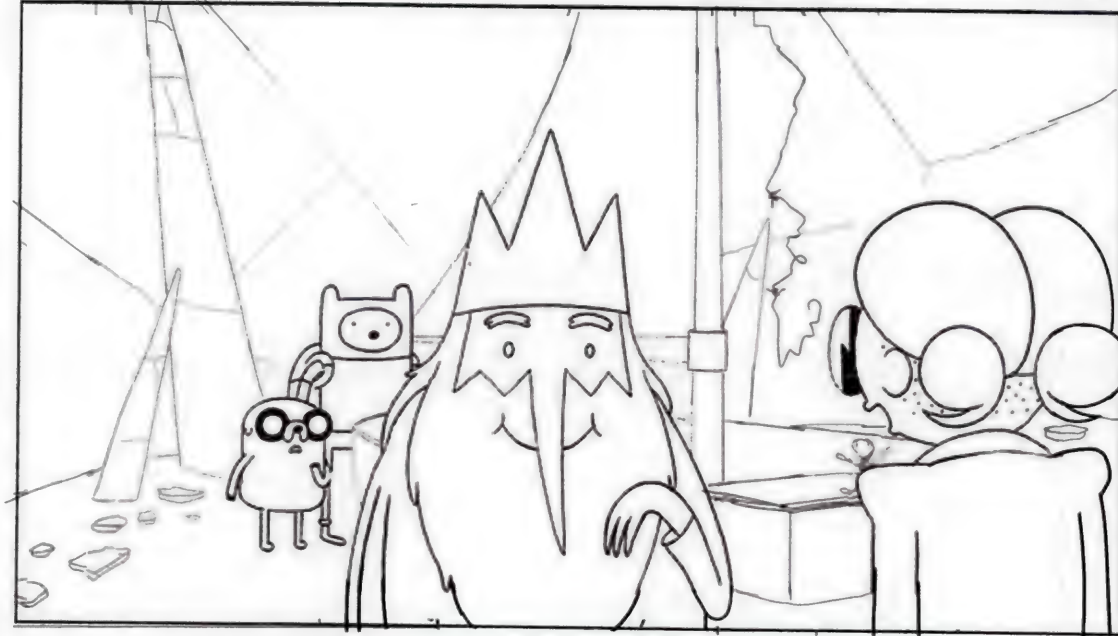
Page 106

Sc. 62

Pnl. A

Bg.

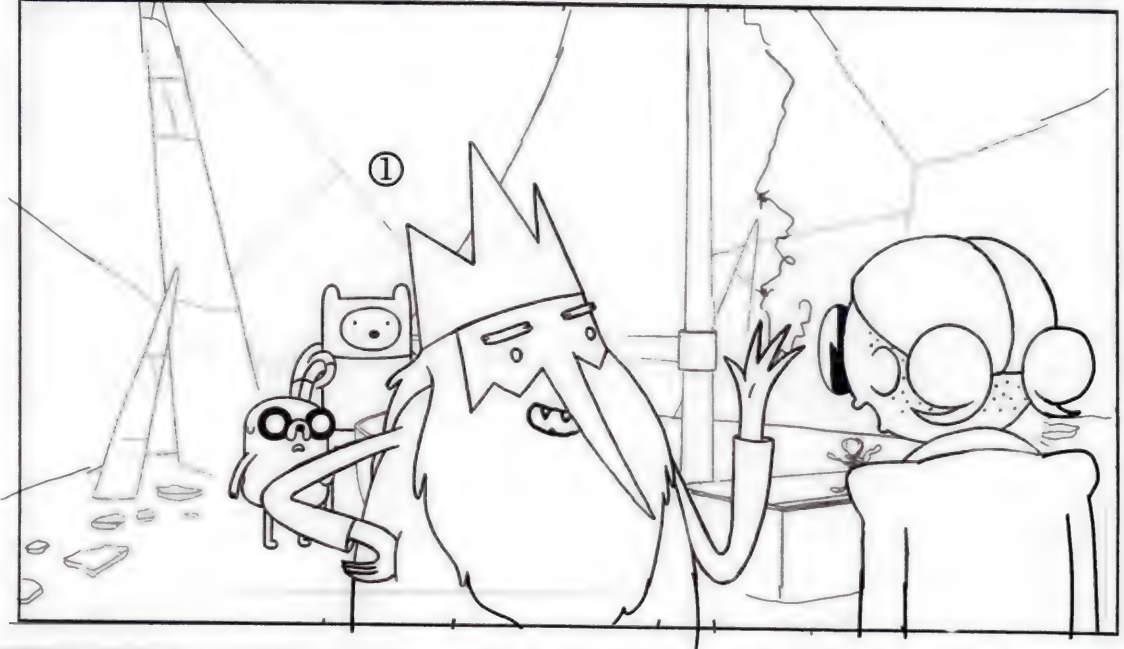
day night



Sc. 62 *cont* Pnl. B

Bg.

day night

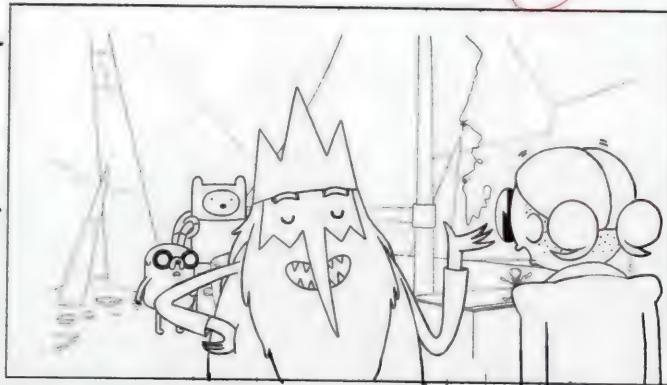


Dialog:

(IK) YEAH I KNOW 'EM... WERE LIKE THIS...

Action:

Timing:



(IK GOES TO CROSS FINGERS)

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1034/242

Production :

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ADVENTURE TIME



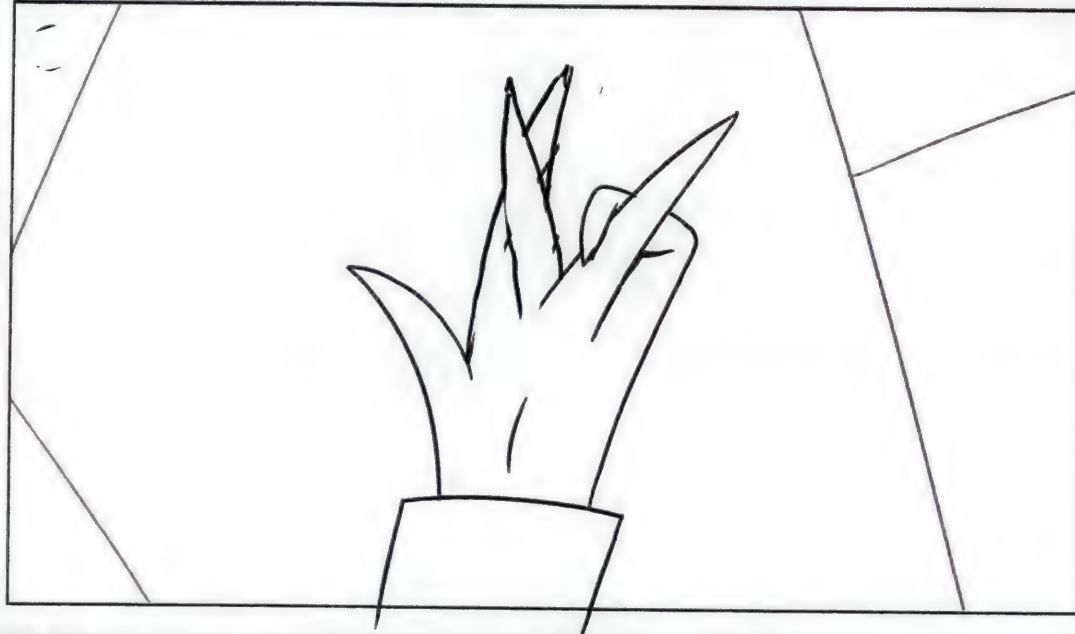
Page 107

Sc. 63

Pnl. A

Bg.

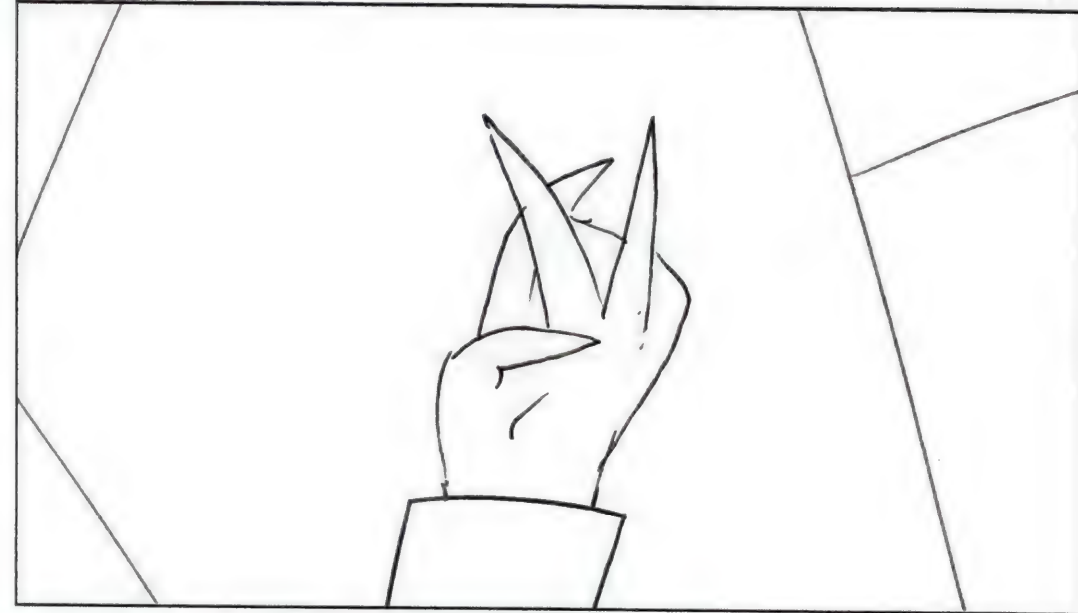
day night



Sc. 63 *CONT* Pnl. B

Bg.

day night



Dialog:

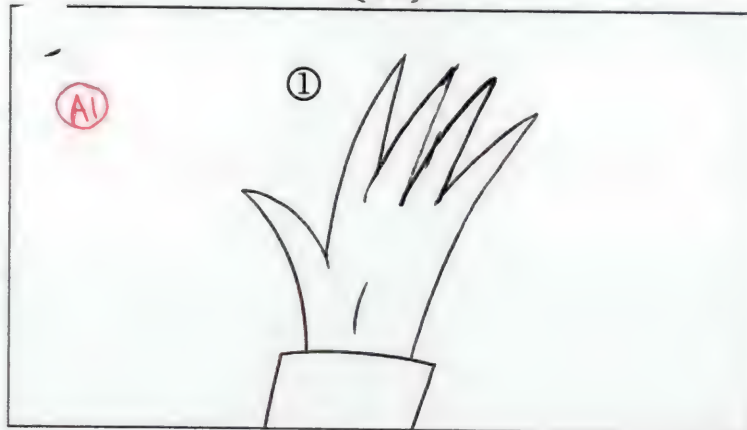
①K HUNNN...
(0/5)

①K HERRRRN
(9/5)

Action:

①

①



②

②



- 1K ATTEMPTS TO AWKWARDLY
CROSS ALL HIS FINGERS.

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Timing:

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ADVENTURE TIME



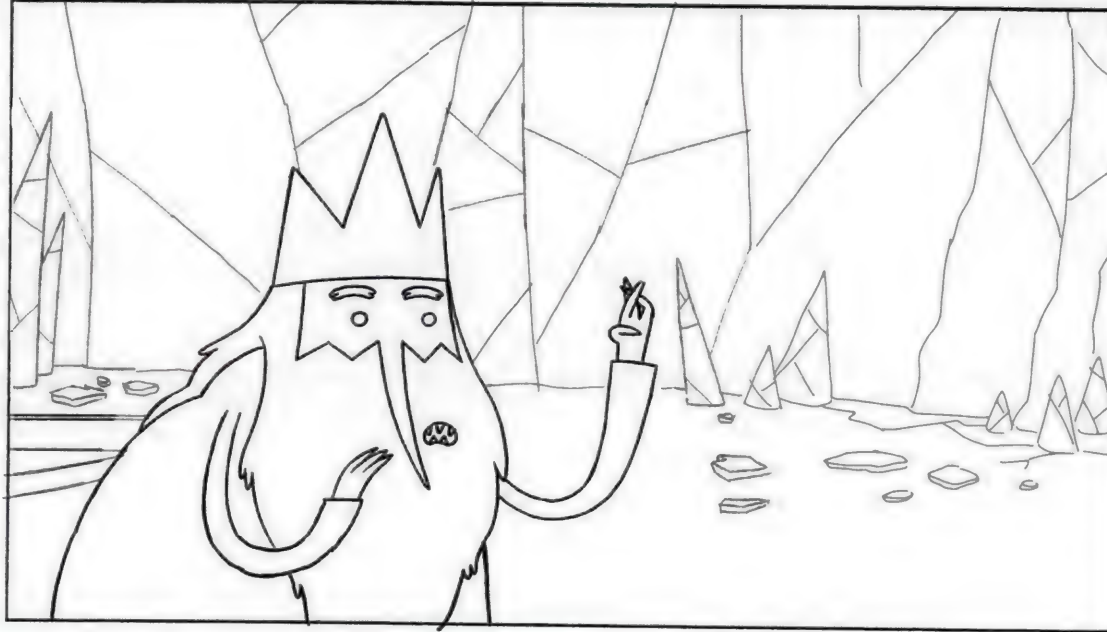
Page 108

Sc. 64

Pnl. A

Bg.

day night

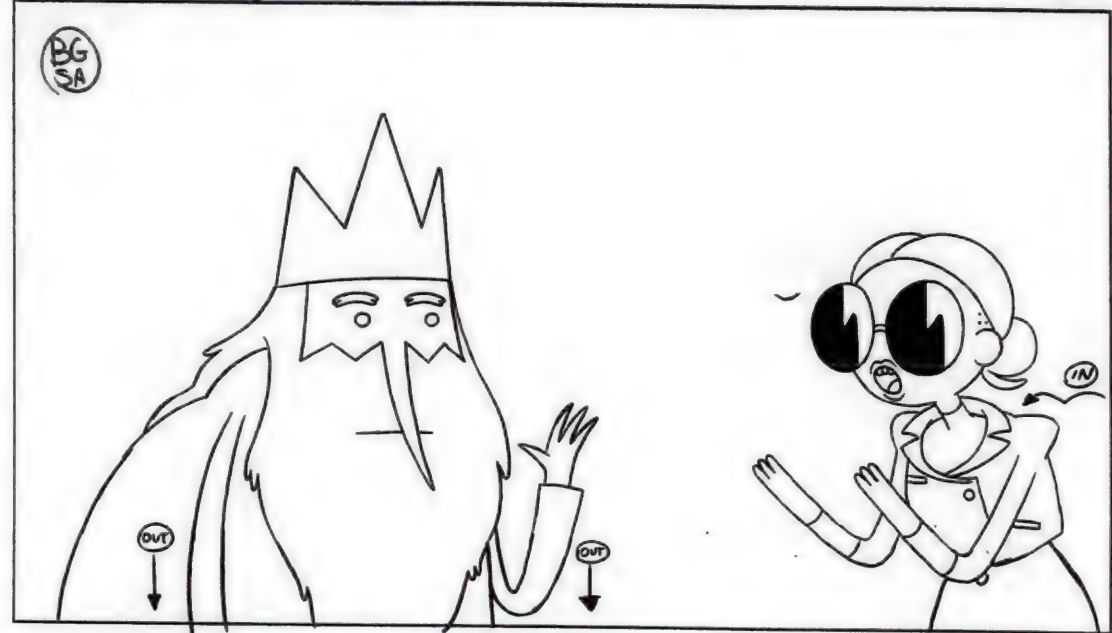


Sc. 64 cont

Pnl. B

Bg.

day night



Dialog:

(K) OH... UH...

(P) THAT IS SO FUN. (B) OKAY NOW, THIS NEXT REQUEST MAY SOUND SUPER SKETCH ...

Action:

- P. ENTERS SCREEN.

Timing:

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Production :

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ADVENTURE TIME

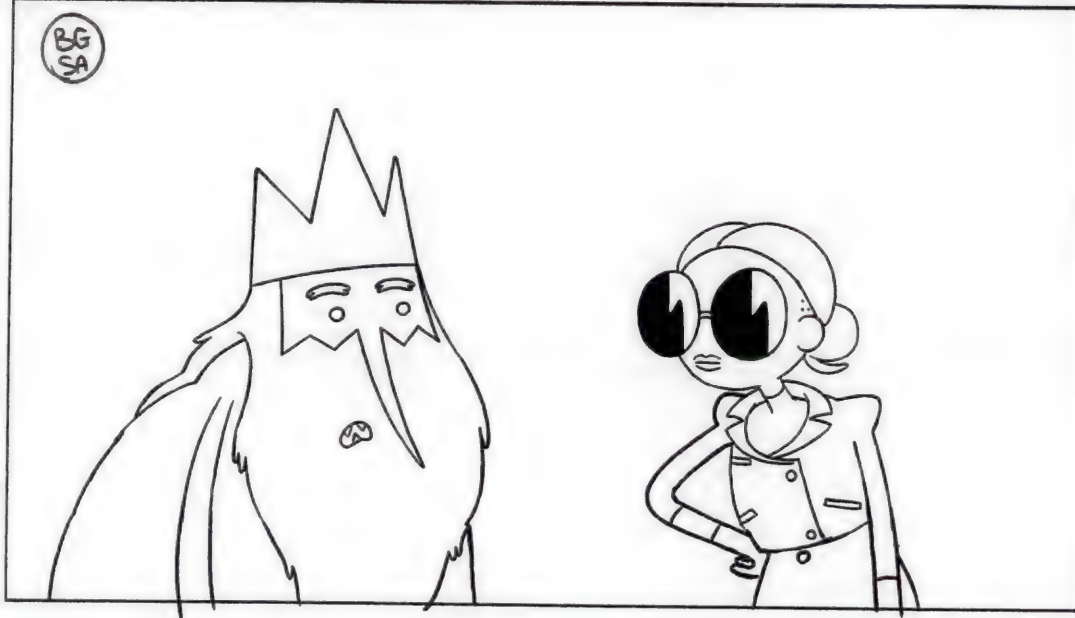


Page 109

Sc. *64 CONT* Pnl. *C*

Bg.

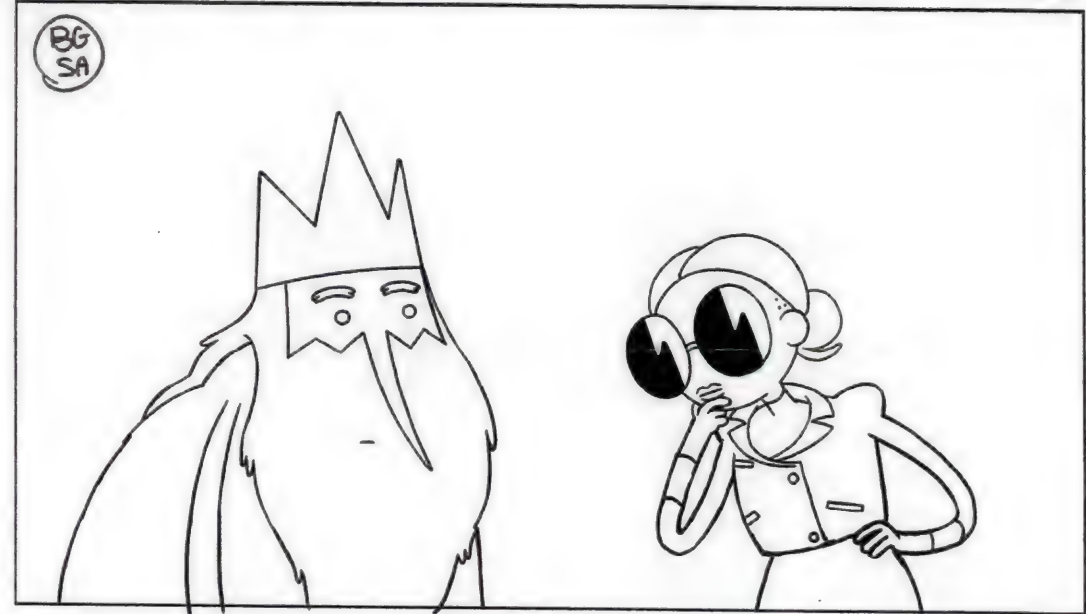
day night



Sc. *64 CONT* Pnl. *D*

Bg.

day night



Dialog:

(IK) OKAY...

Action:

(PATIENCE THINKS)

Timing:

DEC 02 2015

Production :

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1034/242

1034/242

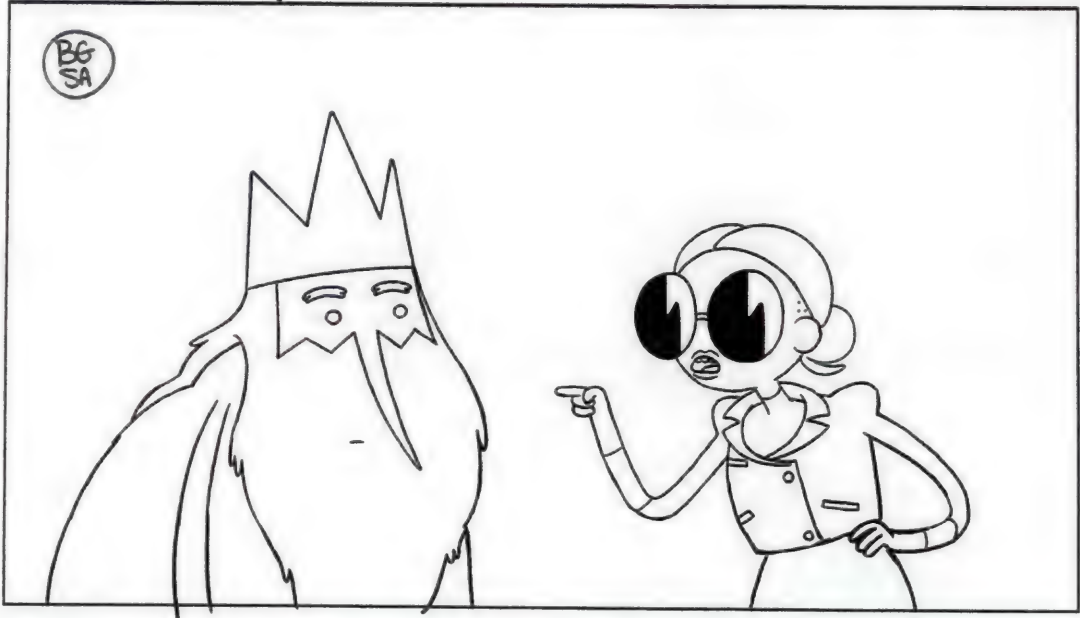
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ADVENTURE TIME



Page 110

Sc. 64 *cont* Pnl. E Bg. day night

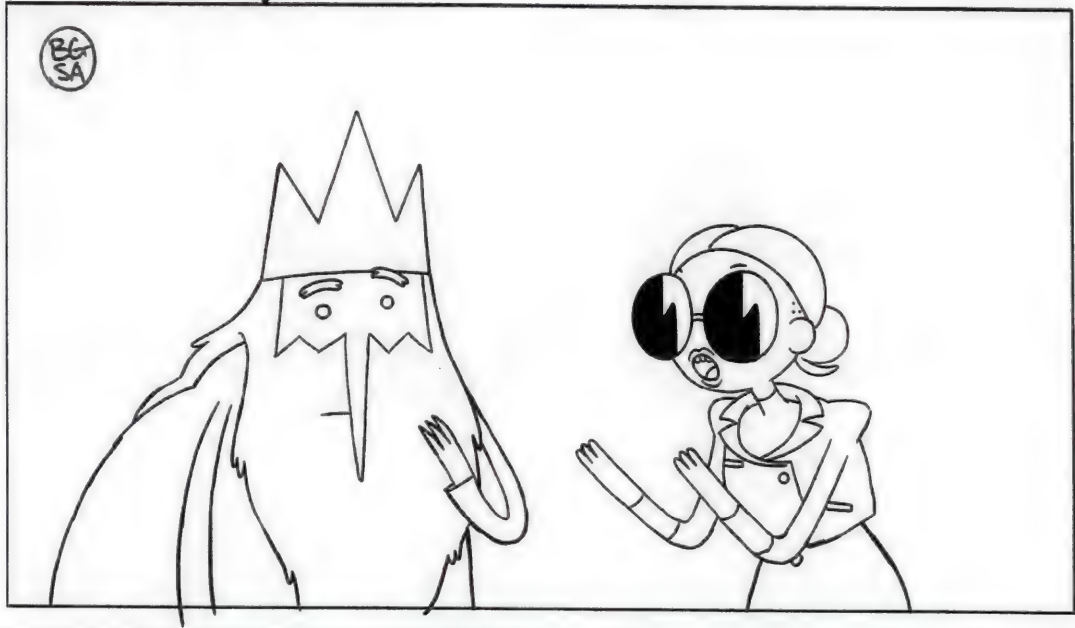


Dialog:
(P) I NEED YOU TO ROUND THEM UP AND BRING
EM BACK HERE

Action:

Timing:

Sc. 64 *cont* Pnl. F Bg. day night



(P) LIKE EVEN IF THEY DON'T WANNA COME.
YOU THINK YOU COULD DO THAT?

DEC 02 2015

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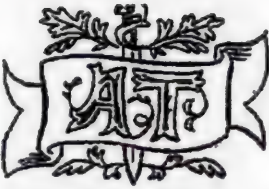
Production :

1034/242

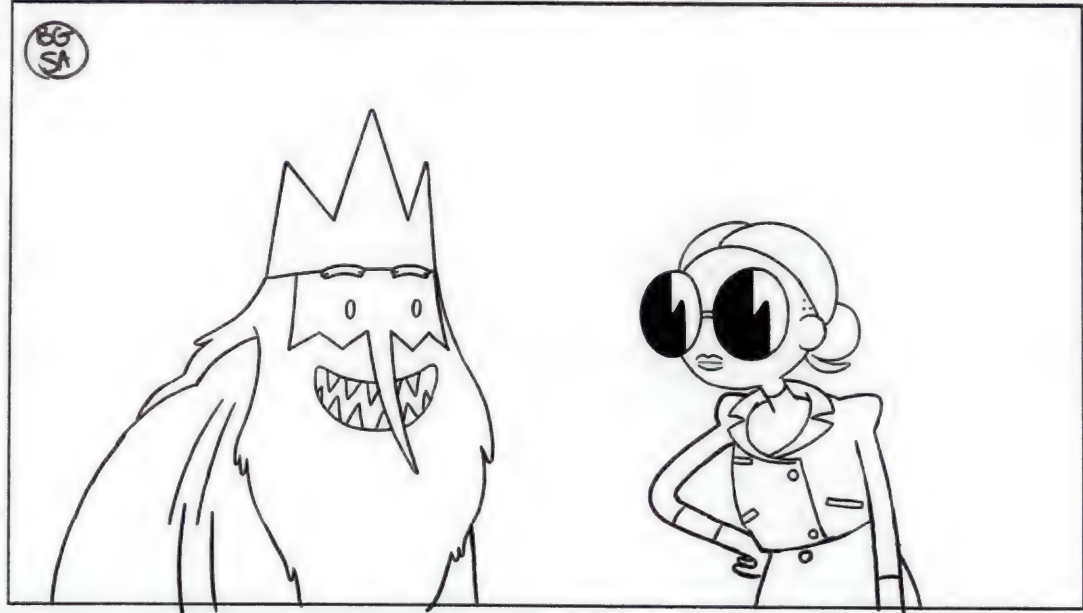
1034/242

1034/242

ADVENTURE TIME

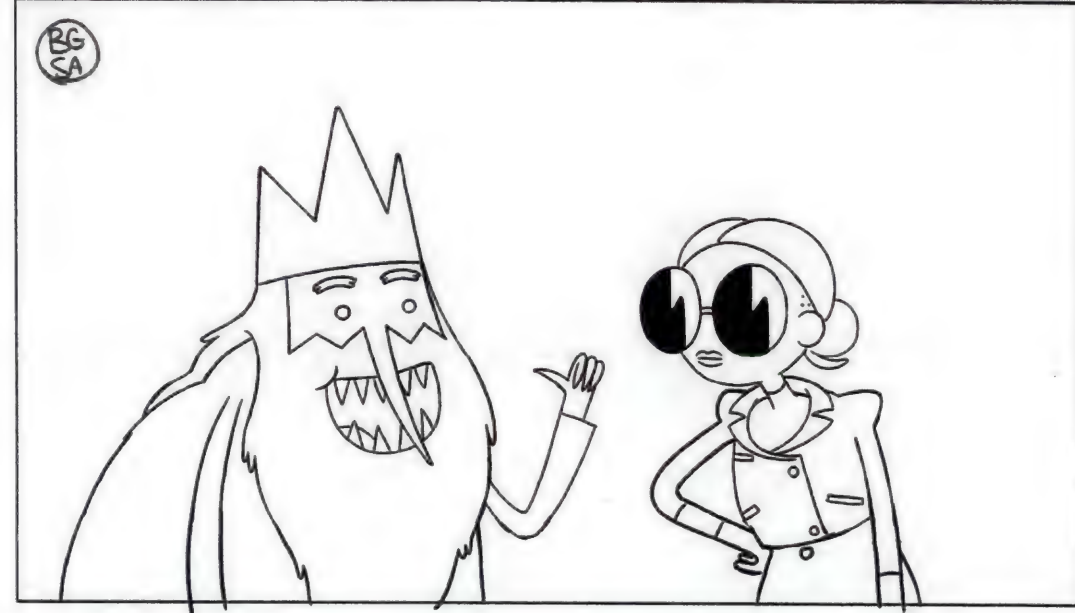


Sc. *64 cont* Pnl. *G* Bg. day night



Dialog:	
(IK) ARE YOU KIDDING?	(IK) THAT'S IN MY WHEEL HOUSE!
Action:	
Timing:	

Sc. *64 cont* Pnl. *H* Bg. day night



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Production :

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ADVENTURE TIME

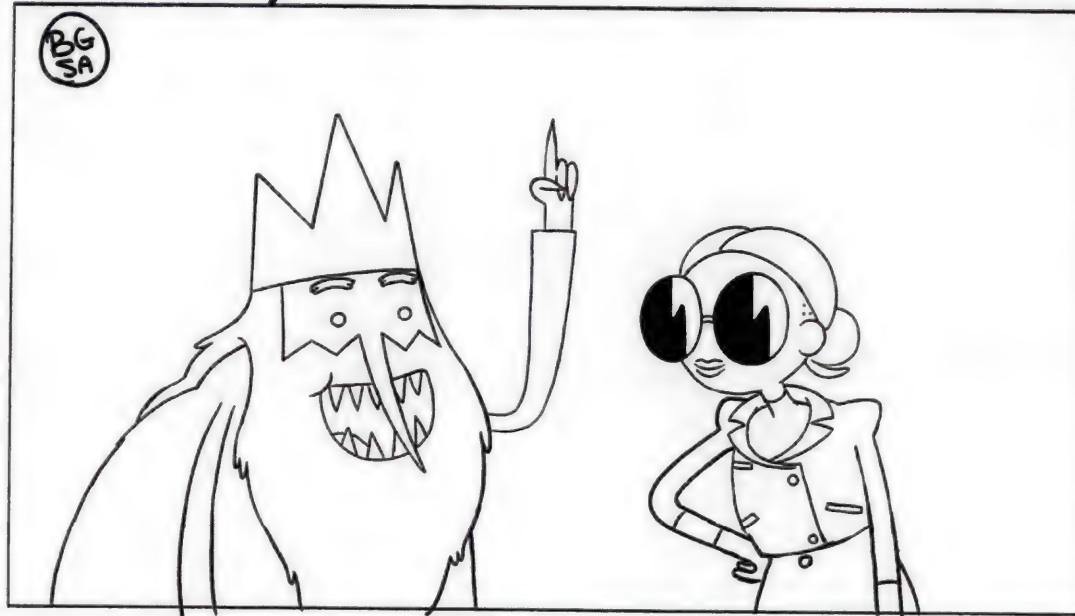


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Sc. 64 CONT Pnl. I

Bg.

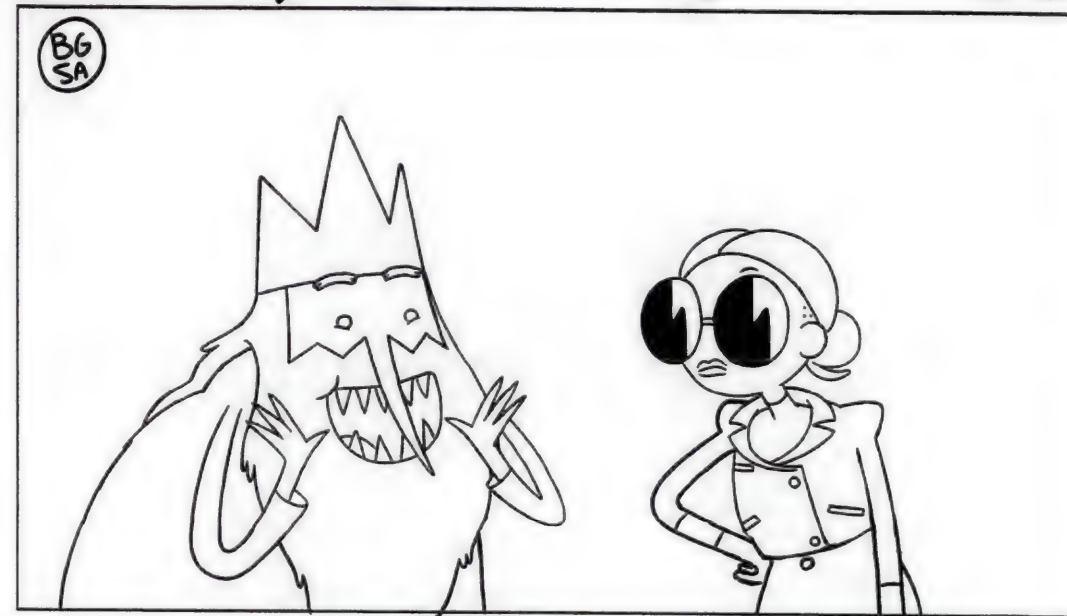
day night



Sc. 64 CONT Pnl. J

Bg.

day night



Dialog:

(IK) RIGHT UP MY ALLEY!

(IK) CLASSIC ICE KING!

Action:

DEC 02 2015

Timing:

Production :

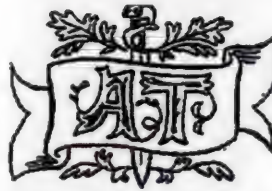
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1034/242

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1034/242

ADVENTURE TIME

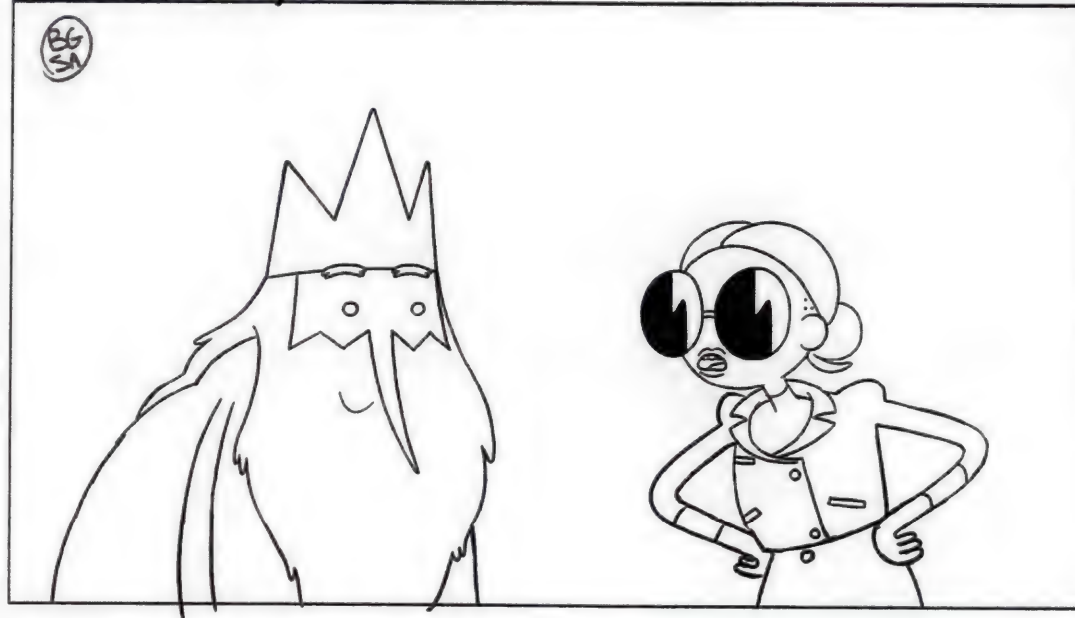


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Sc. 64 cont Pnl. K

Bg.

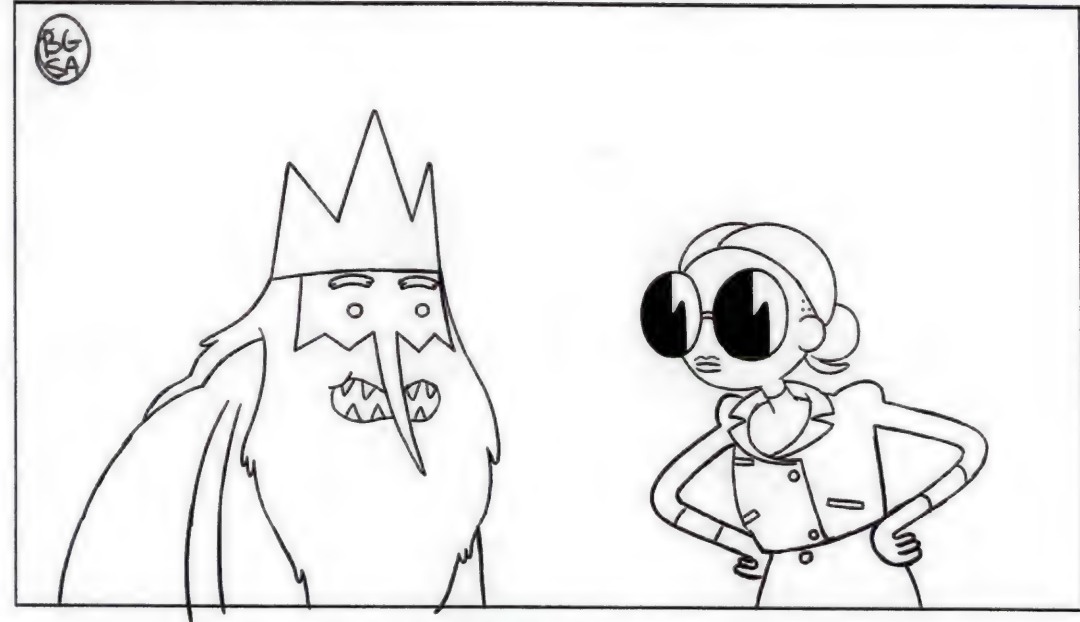
day night



Sc. 64 cont Pnl. L

Bg.

day night



Dialog:

(P) SO WAIT... IS IT IN YOUR WHEELHOUSE OR UP YOUR ALLEY?

(IK) CLASSIC ICE KING.

Action:

Timing:

DEC 02 2015

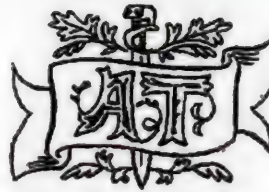
Production :

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ADVENTURE TIME

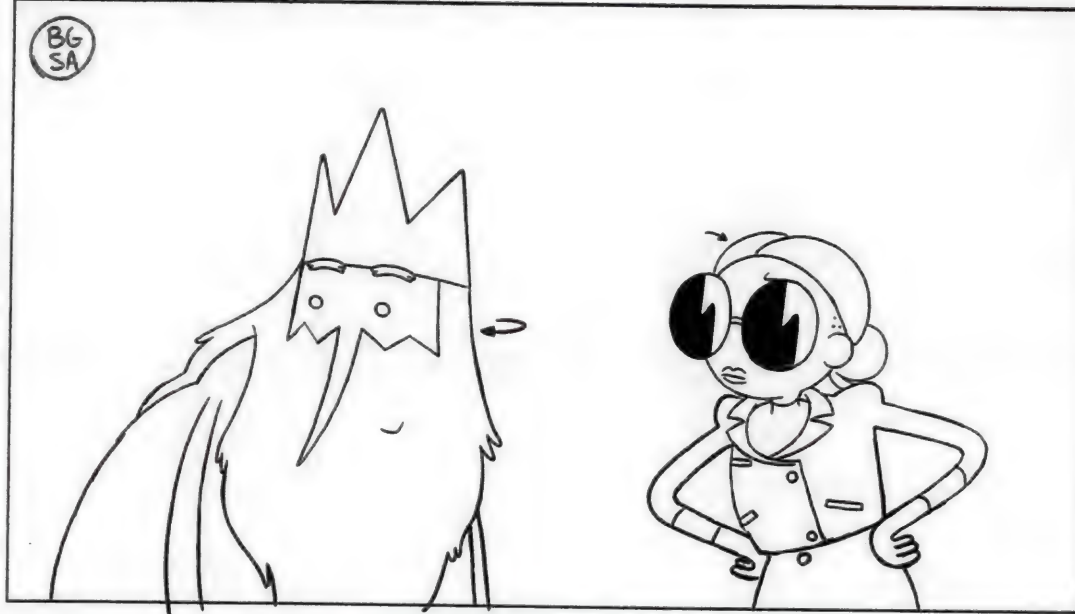


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Sc. 64 cont Pnl. M

Bg.

day night

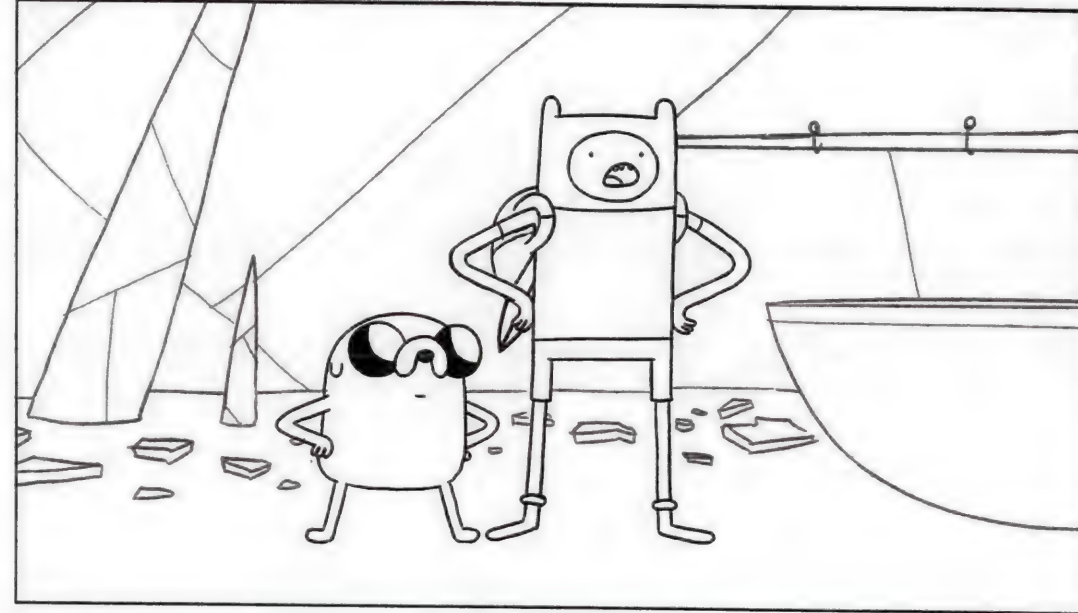


Sc. 65

Pnl. A

Bg.

day night



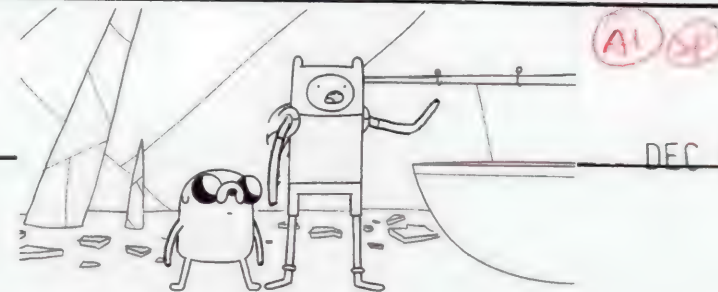
Dialog:

(F) (O.S) HOLD ON A MINUTE!

(F) YOU CAN'T MAKE SIMON START KIDNAPPING PRINCESSES AGAIN!

Action:

Timing:



DEC 02 2015

EPISODE # 1034-242

Production :

1034, 242

ADVENTURE TIME



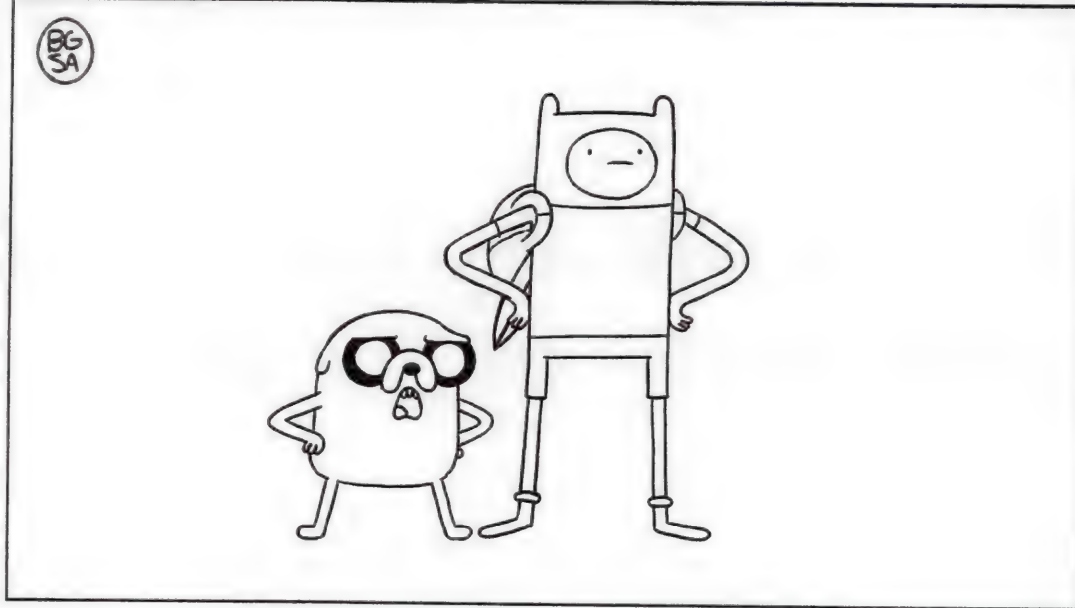
Page 115

Sc. 65 *cont*

Pnl. B

Bg.

day night

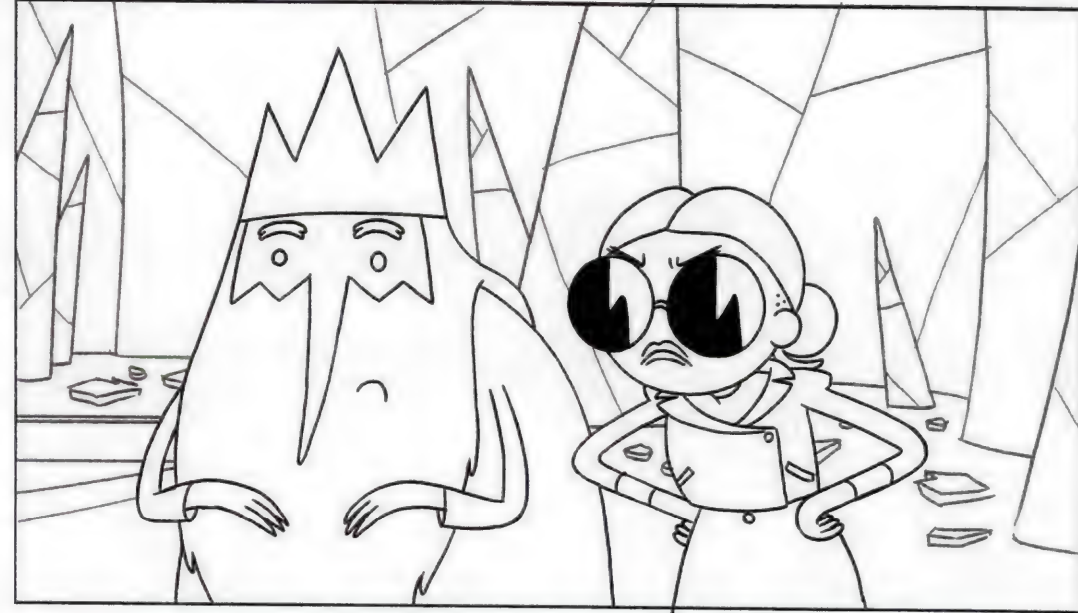


Sc. 66

Pnl. A

Bg.

day night



Dialog:

① YEAH HE'S SEMI-REFORMED!

Action:

(P VISIBLY MAD)

DEC 02 2019

Timing:

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Production :

1034/242

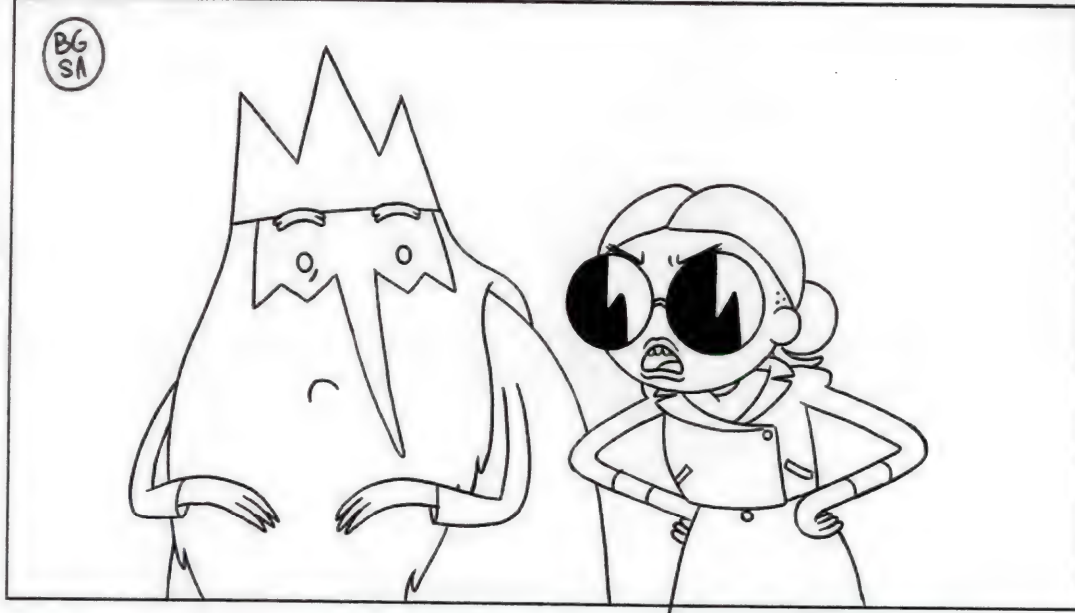
1034/242

ADVENTURE TIME

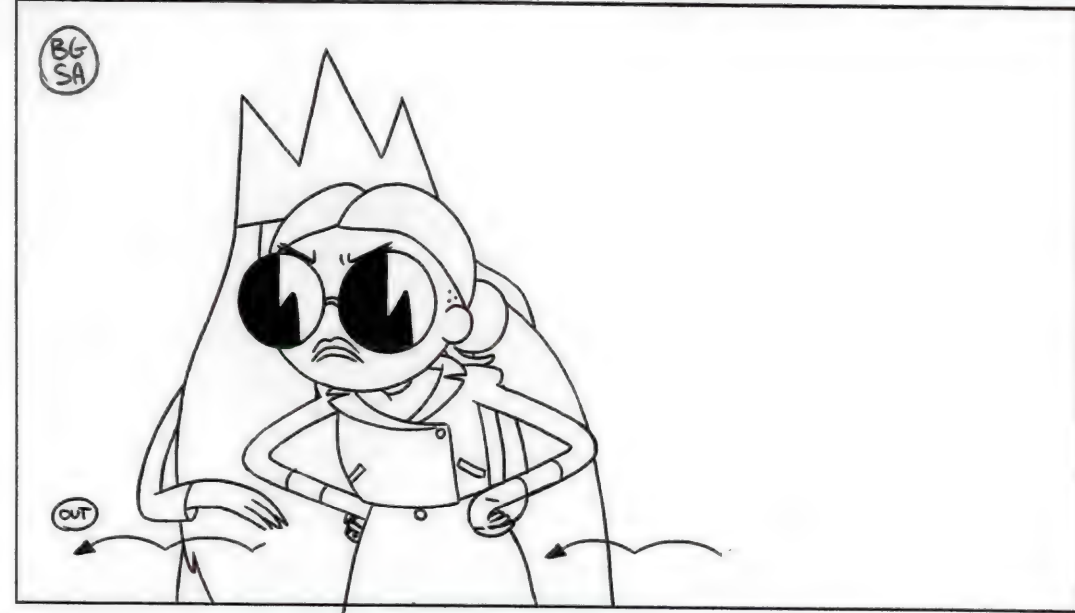


Page 116

Sc. *66 CONT* Pnl. *B* Bg. day night



Sc. *66 CONT* Pnl. *C* Bg. day night



Dialog:	Ⓟ EXCUSE ME FOR A SECOND, BOYFRIEND...
Action:	- P. MARCHES OFF/S.
Timing:	DEC 02 2015

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Production :

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ADVENTURE TIME

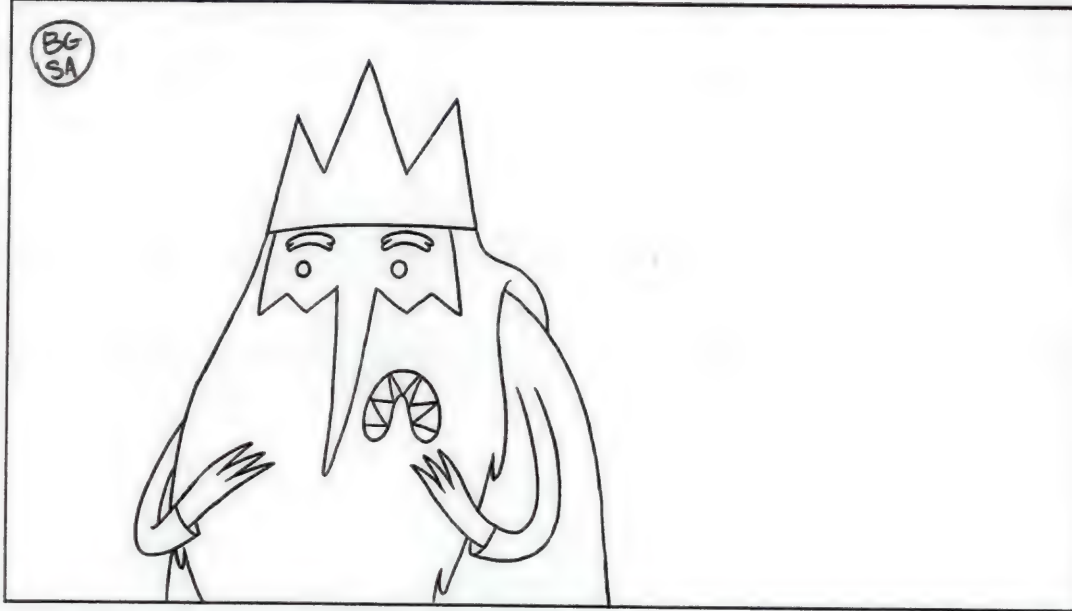


Page 117

Sc. 66 *cont* Pnl. D

Bg.

day night

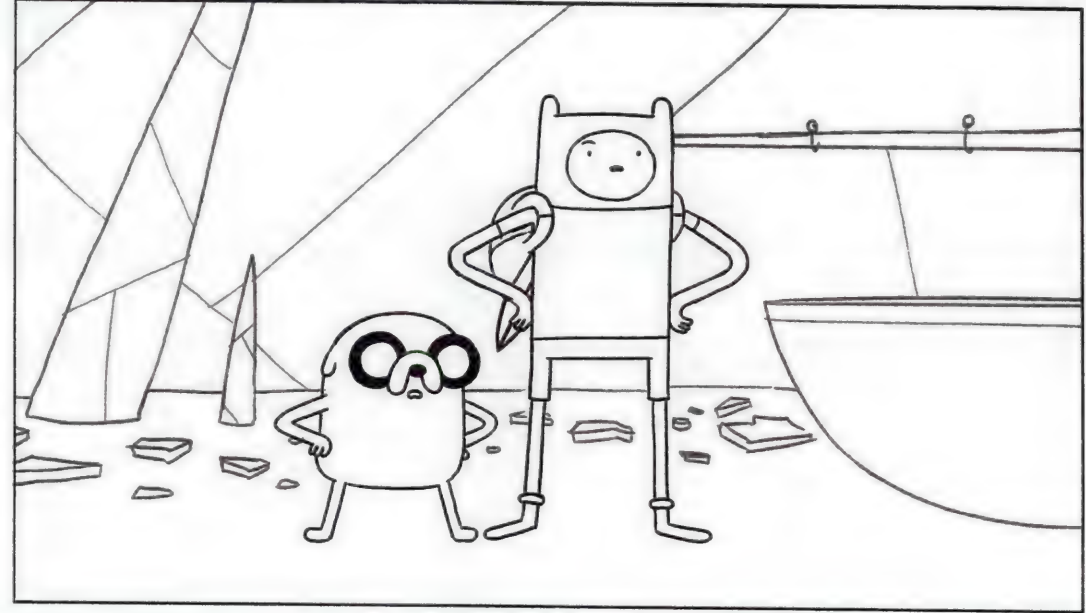


Sc. 67

Pnl. A

Bg.

day night



Dialog:

(IK) ULL...

Action:

Timing:

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Production :

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ADVENTURE TIME

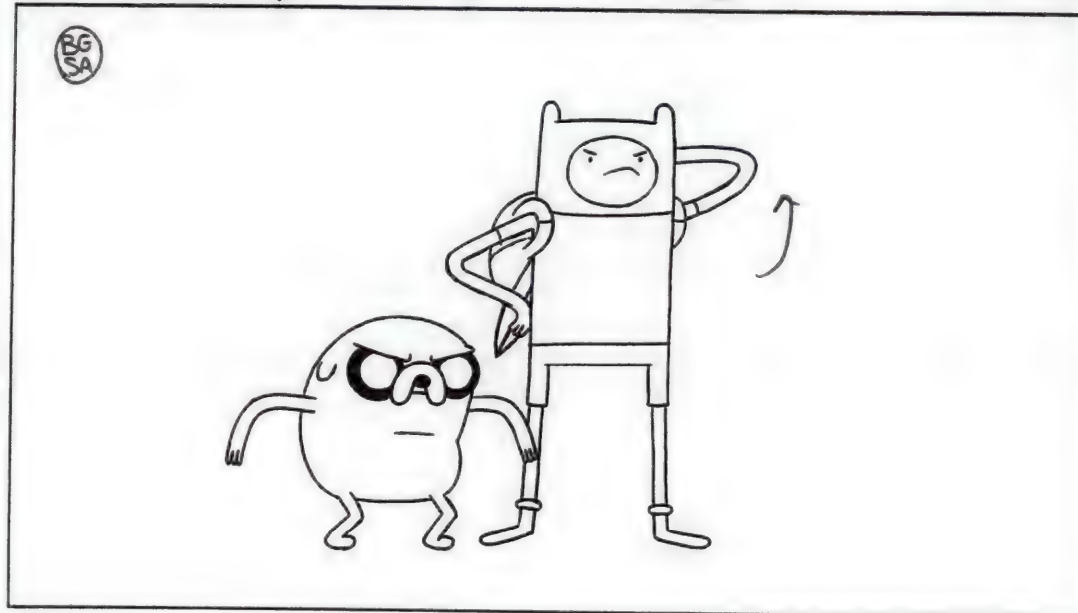


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Sc. 67 *CONT* Pnl. B

Bg.

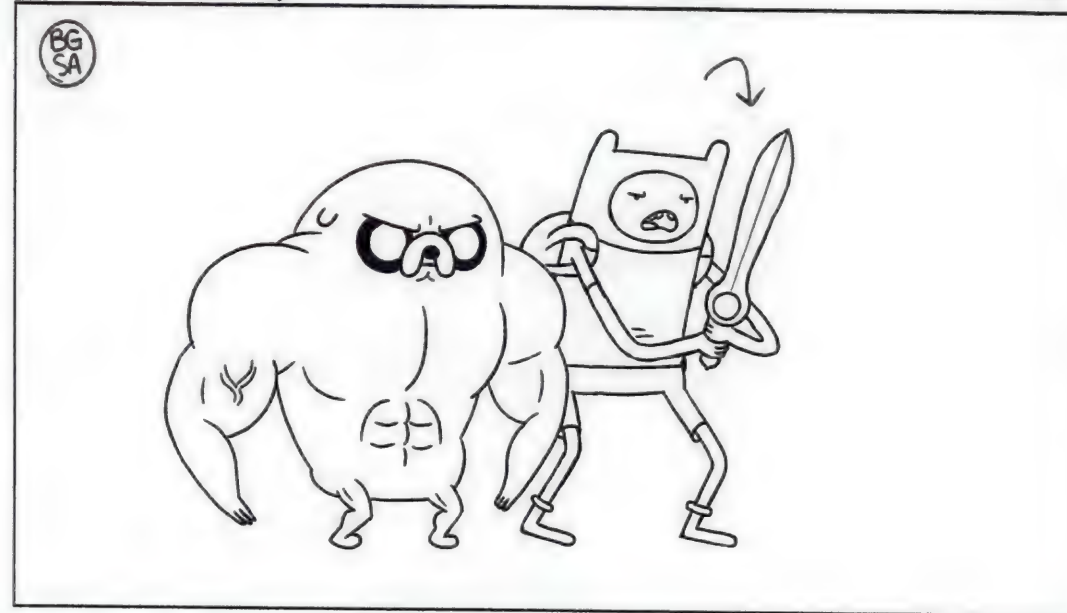
day night



Sc. 67 *CONT* Pnl. C

Bg.

day night



Dialog:

(F) OKAY JAKE, YOU--

SFX:
SHING

Action:

-F. DRAWS SWORD.

-J. BULKS UP.

DEC 02 2015

Timing:

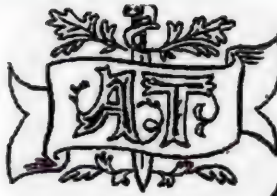
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1034/242

Production :

1034/242

ADVENTURE TIME

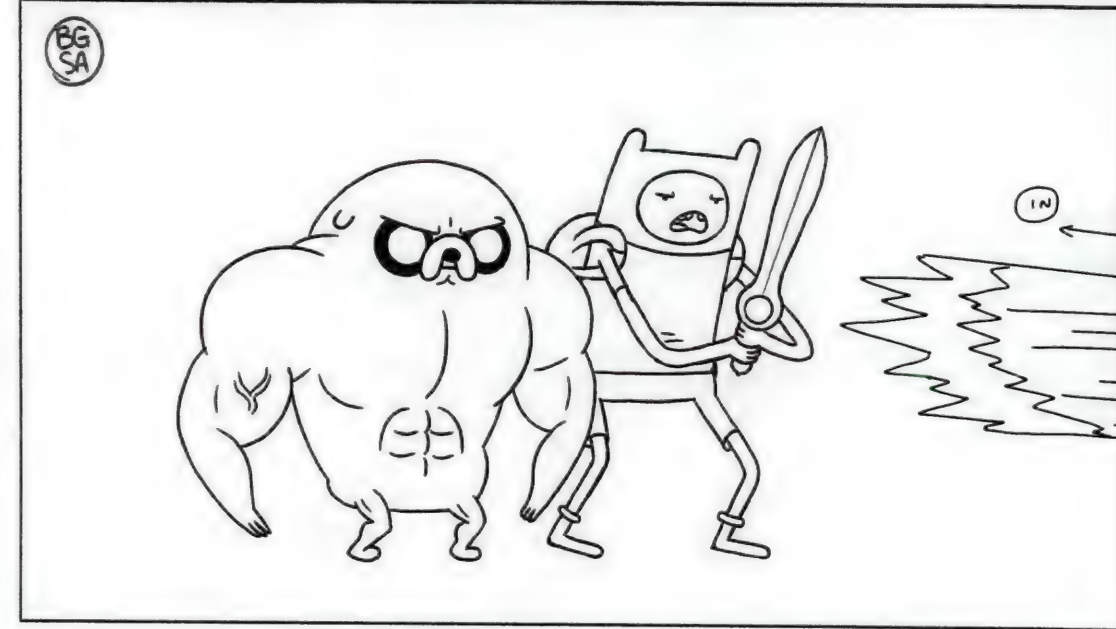


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Sc. 67 *CONT* Pnl. D

Bg.

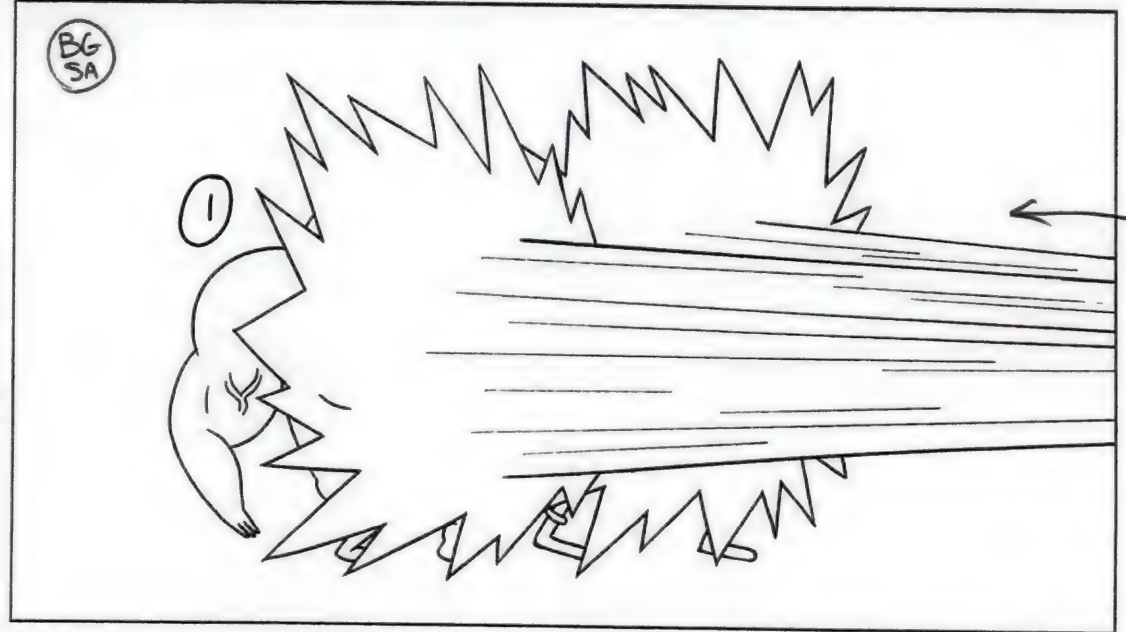
day night



Sc. 67 *CONT* Pnl. E

Bg.

day night



Dialog:

SFX * SKSHH *

Action:

ICE BLAST!

-blast grows
to cover F+J

Timing:

DEC 02 2015



EPISODE # 1034-242

1034/242

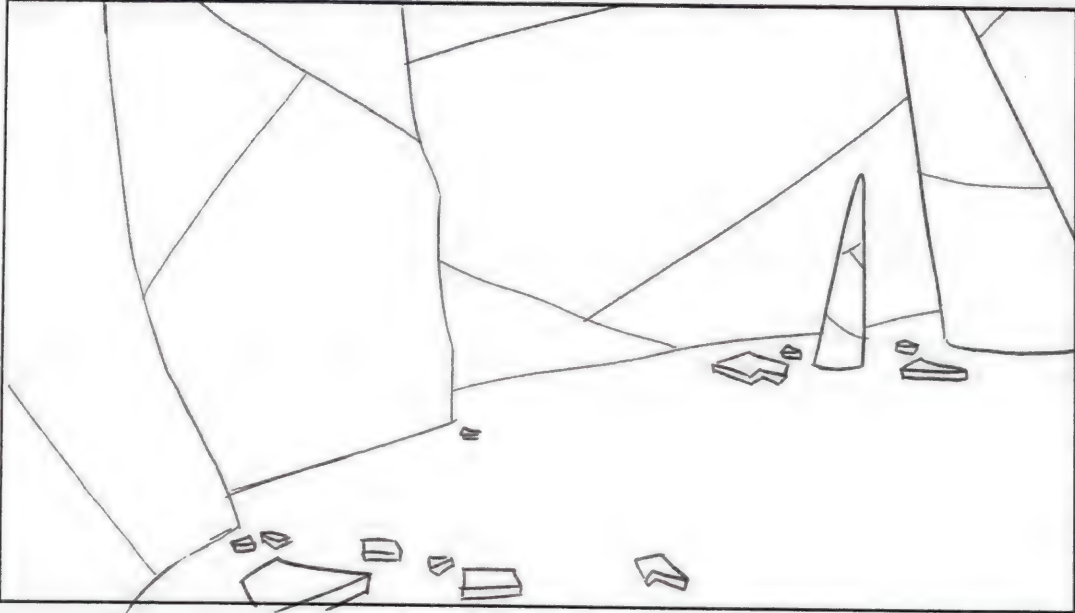
Production :

1034/242

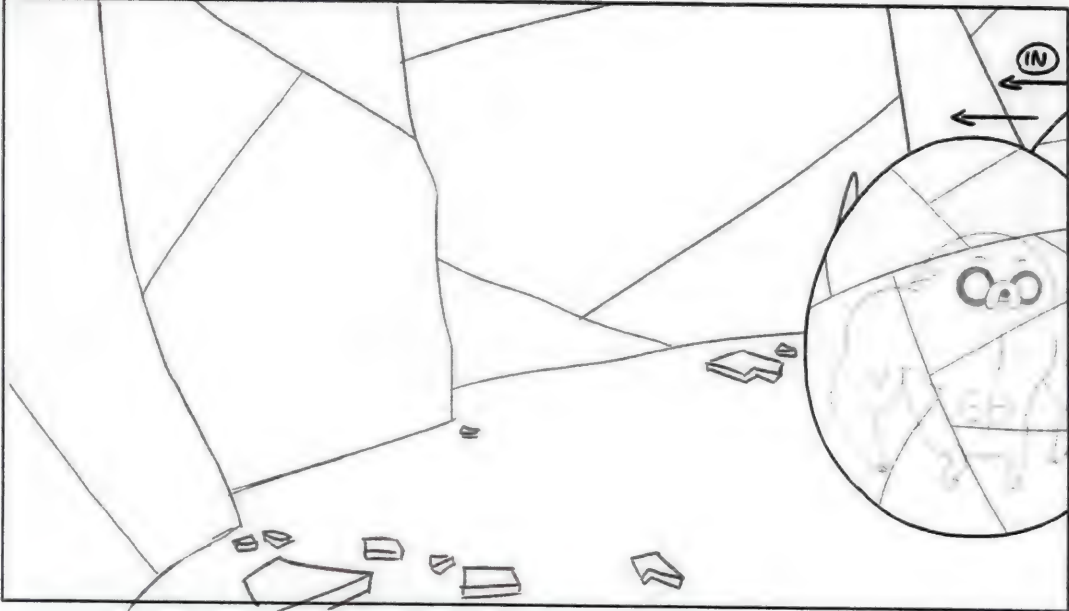
ADVENTURE TIME



Sc. 68 Pnl. A Bg. day night



Sc. 68 *cont* Pnl. B Bg. day night



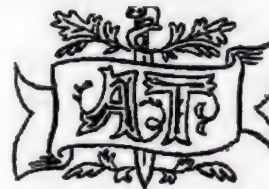
Dialog:
Action:
Timing:

DEC 02 2015

EPISODE # 1034-242

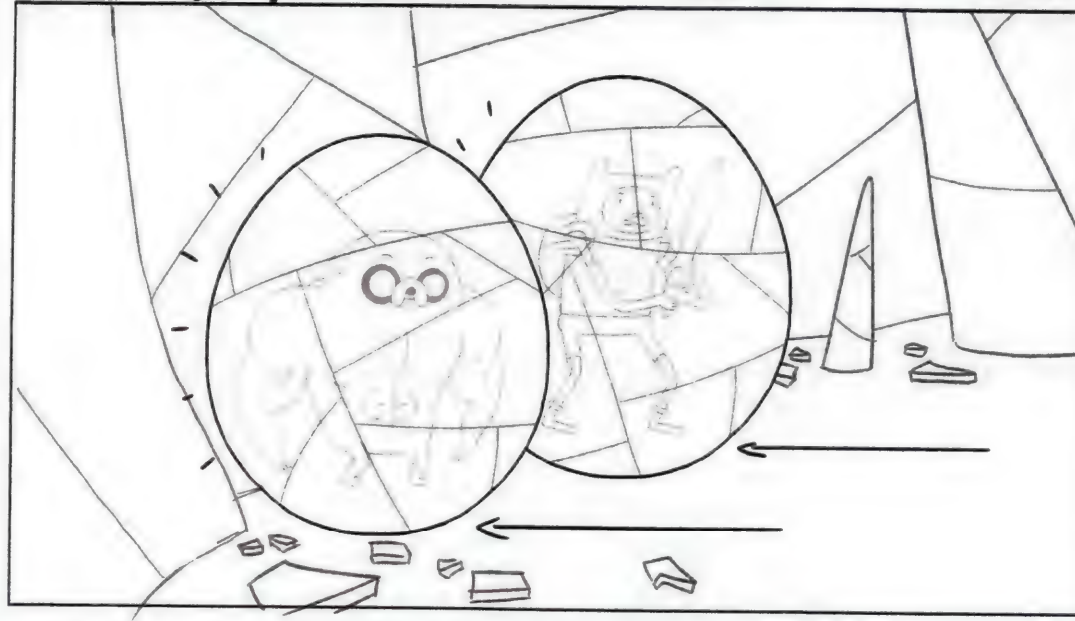
Production :

ADVENTURE TIME

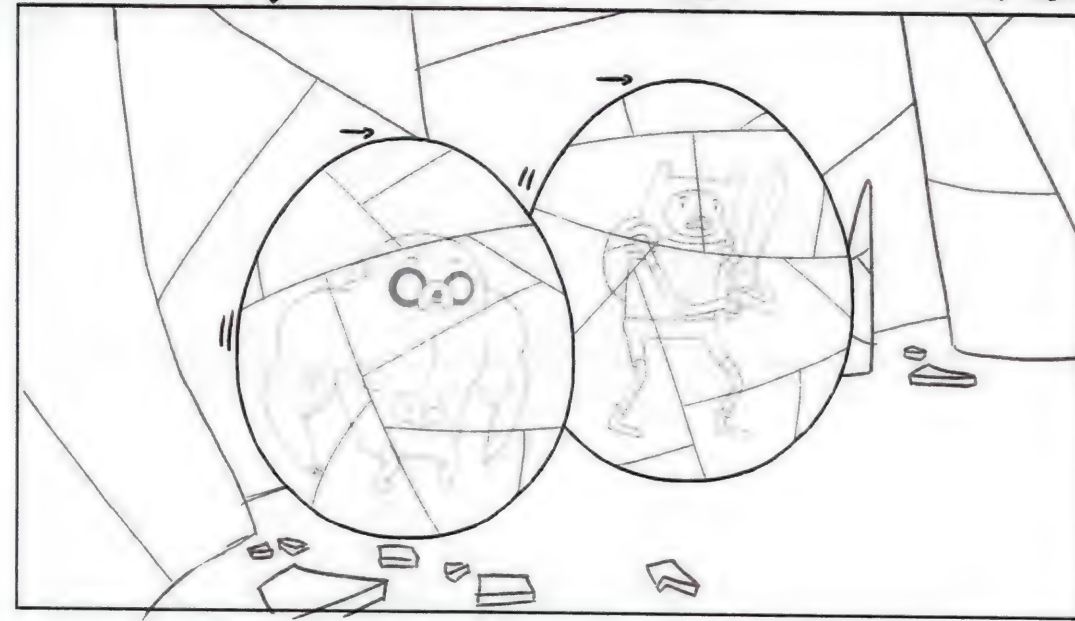


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Sc. 68 *CONT* Pnl. C Bg. day night



Sc. 68 *CONT* Pnl. D Bg. day night



Dialog:	(SFX) KLINK! KLINK!
Action:	- ICE EGGS CONTAINING F+J SLIDE ON/5.
Timing:	DEC 02 2015

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Production :

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ADVENTURE TIME

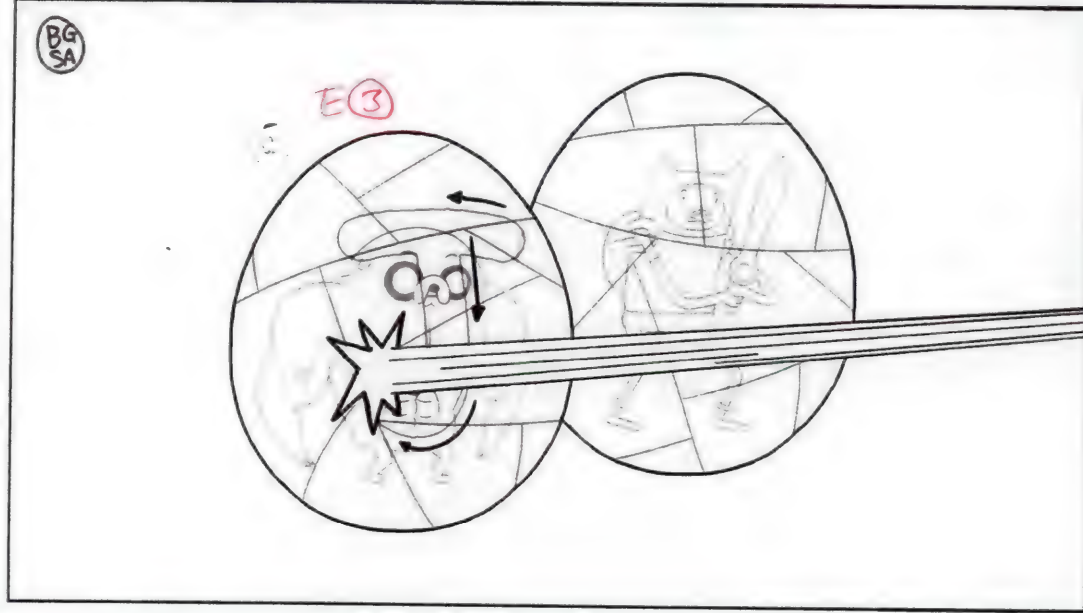


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Sc. 68 CONT Pnl. E

Bg.

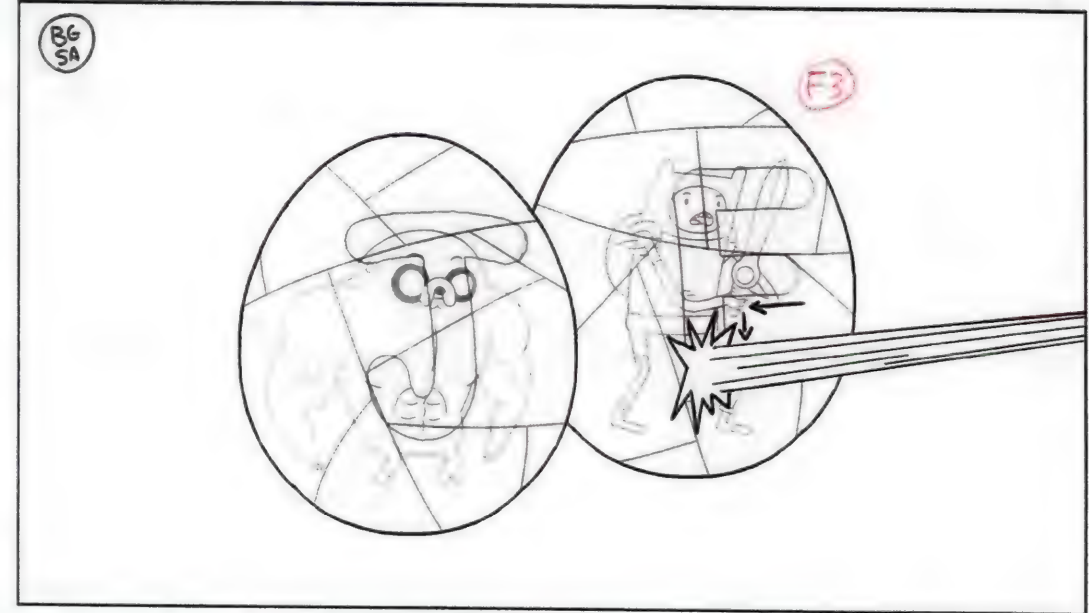
day night



Sc. 68 CONT Pnl. F

Bg.

day night



Dialog:

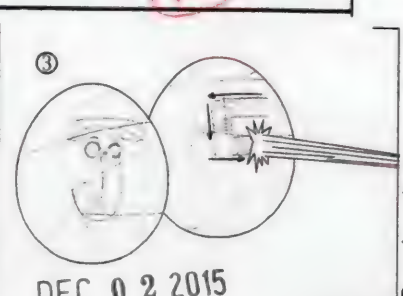
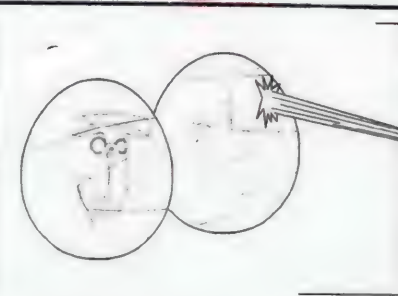
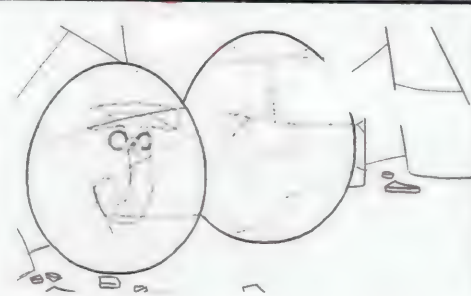
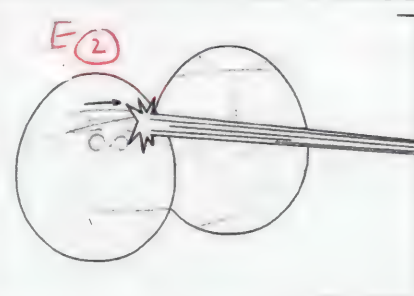
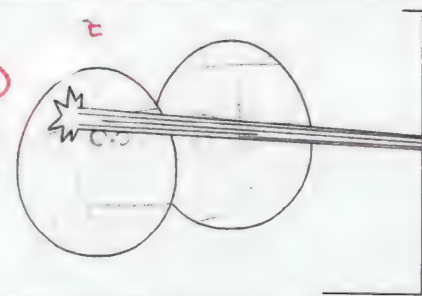
(SFX) <zzzzzzzzzzzz!>

<zzzzzzzzzzzz!>

(PRECISION ICE BLAST!)

Action:

Timing:



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Production :

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ADVENTURE TIME

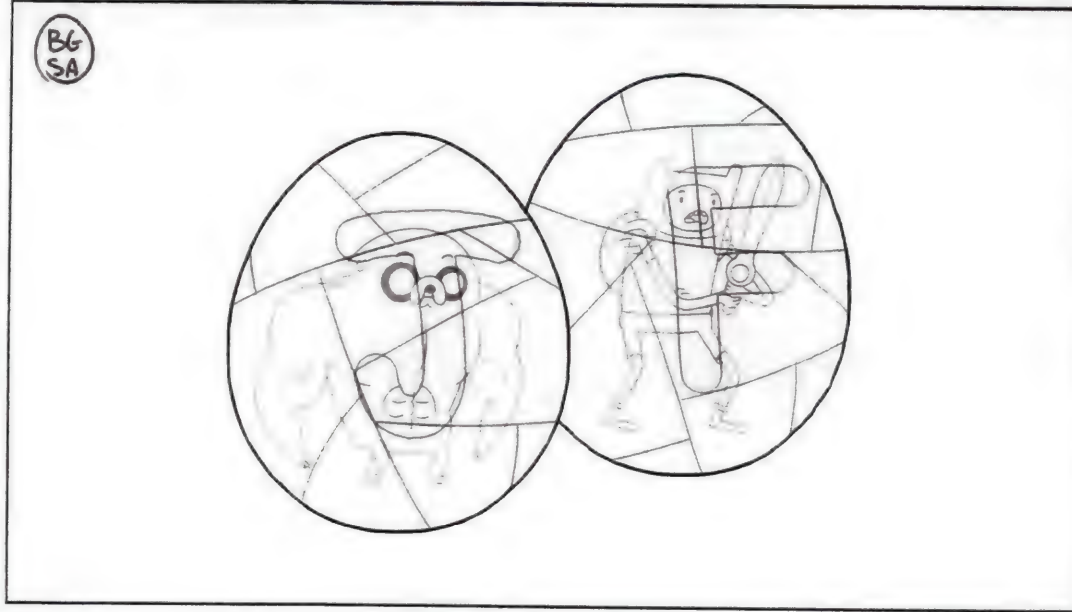


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Sc. 68 *CONT* Pnl. G

Bg.

day night

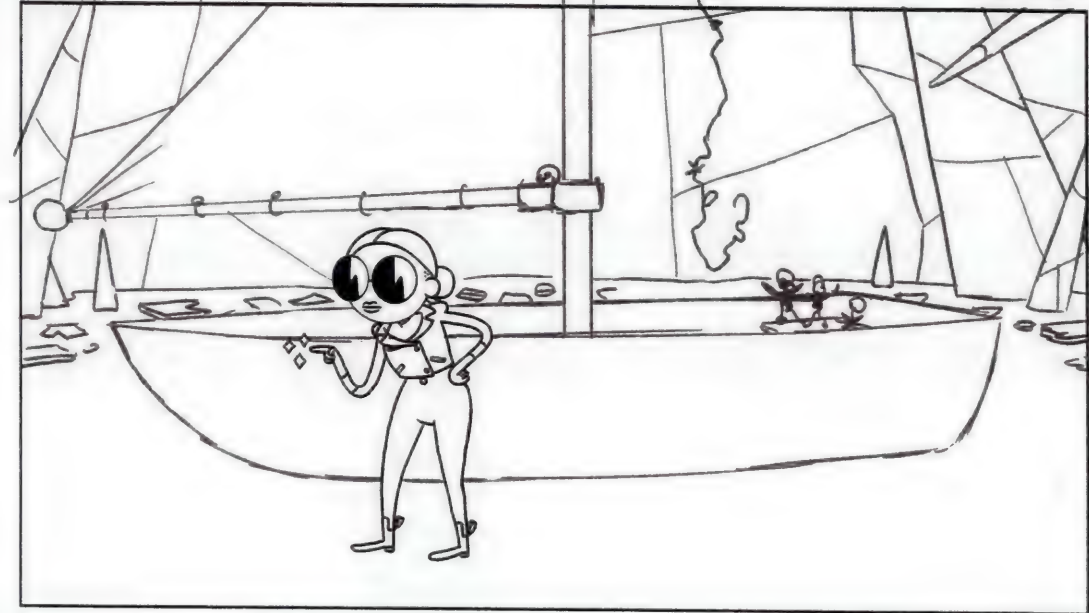


Sc. 69

Pnl. A

Bg.

day night



Dialog:

(SFX) ENGINE WINDING DOWN

Action:

Timing:

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Production :

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ADVENTURE TIME

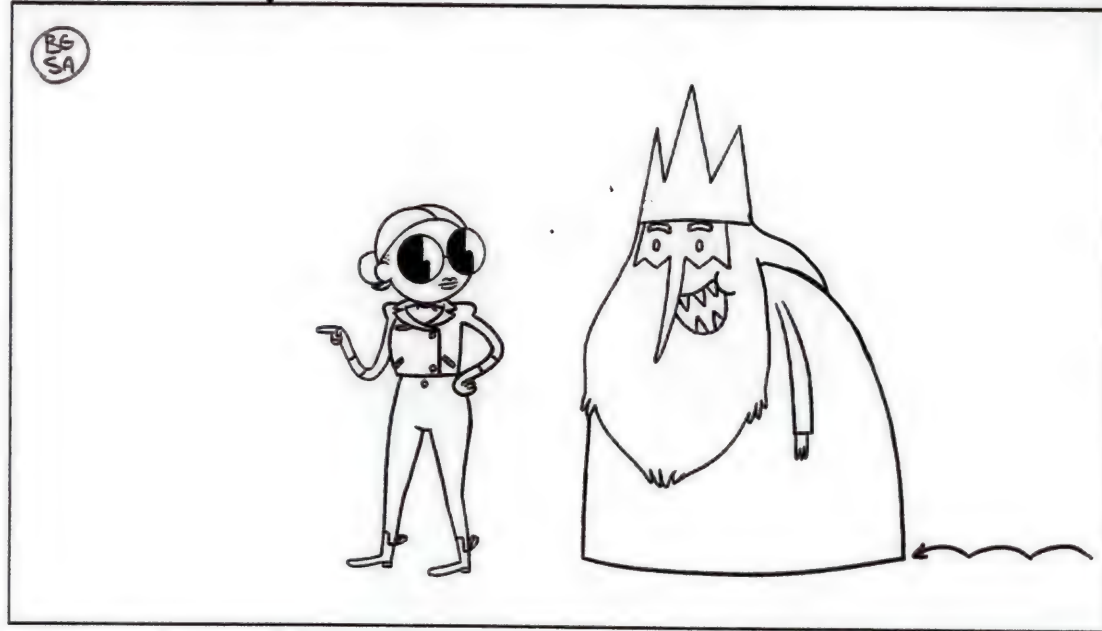


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Sc. 69 *cont* Pnl. B

Bg.

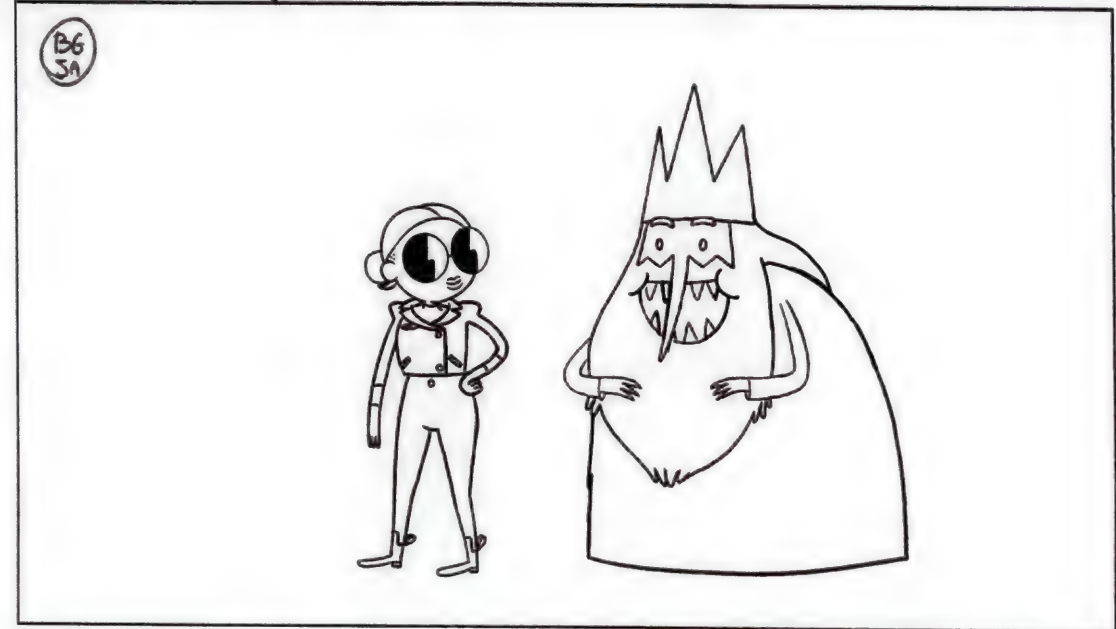
day night



Sc. 69 *cont* Pnl. C

Bg.

day night



Dialog:

(IK) Wow!

Action:

- IK WALKS ON/S.

Timing:



(BI)

(IK)

YOU GOT THEIR INITIALS ON THERE ... AND...

DEC 02 2015

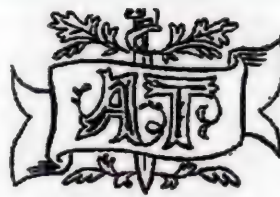
Production :

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ADVENTURE TIME

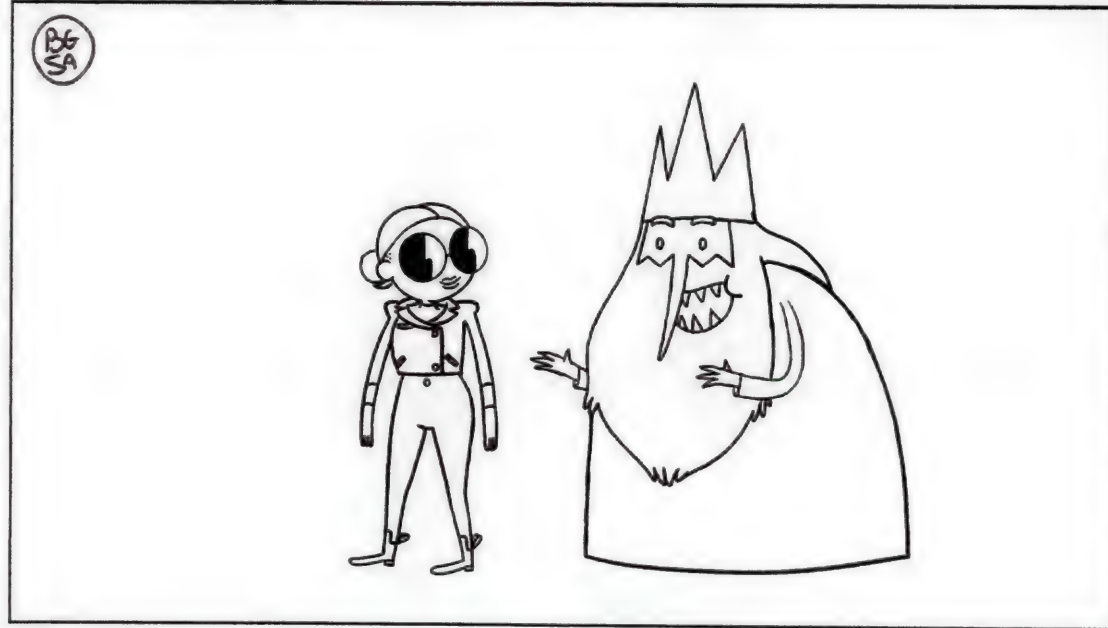


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Sc. 69 *cont* Pnl. D

Bg.

day night

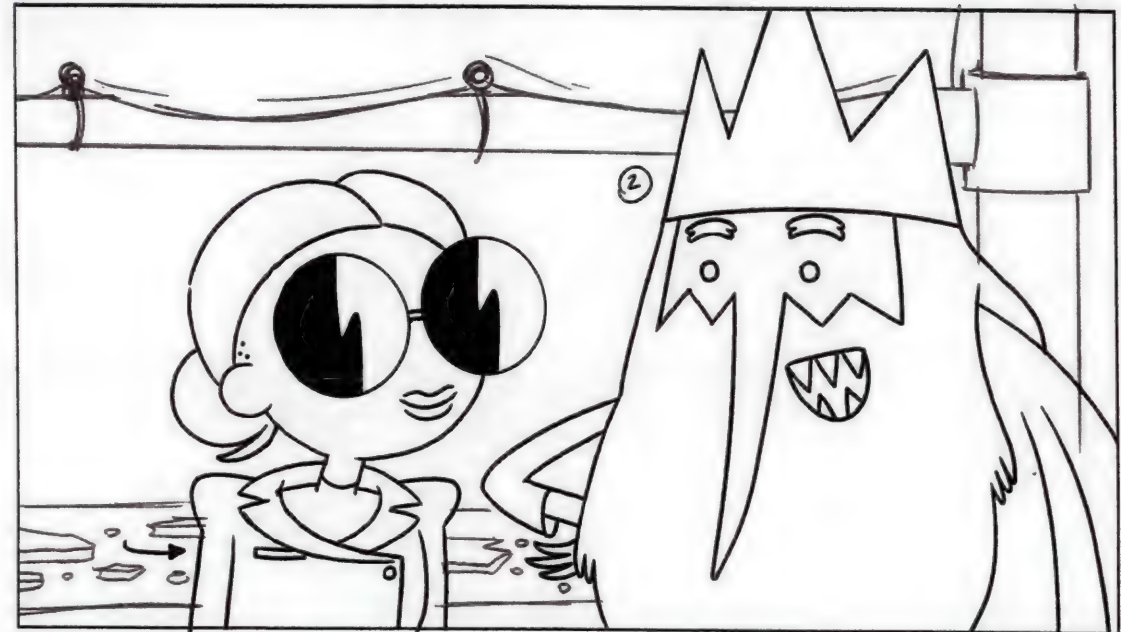


Sc. 70

Pnl. A

Bg.

day night

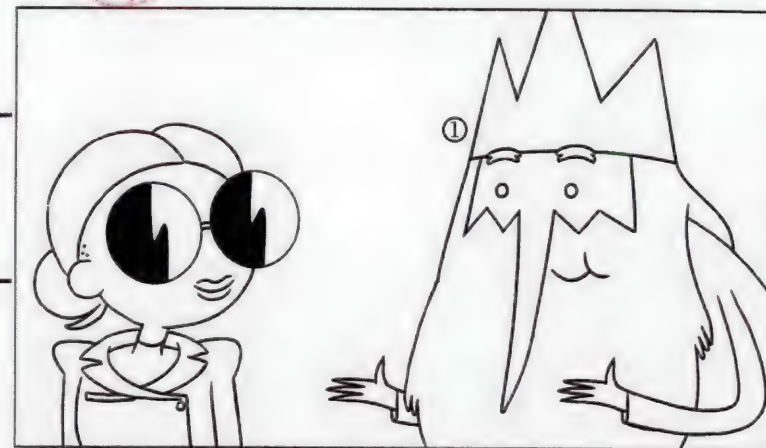


Dialog:

(IK) LOOK AT THOSE SHAPES!
JUST ... WOW...

Action:

Timing:



(IK) WE'RE KINDA LIKE A POWER COUPLE.

DEC 02 2015



Production :

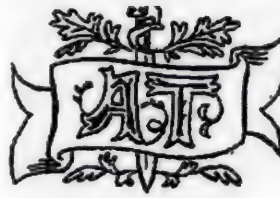
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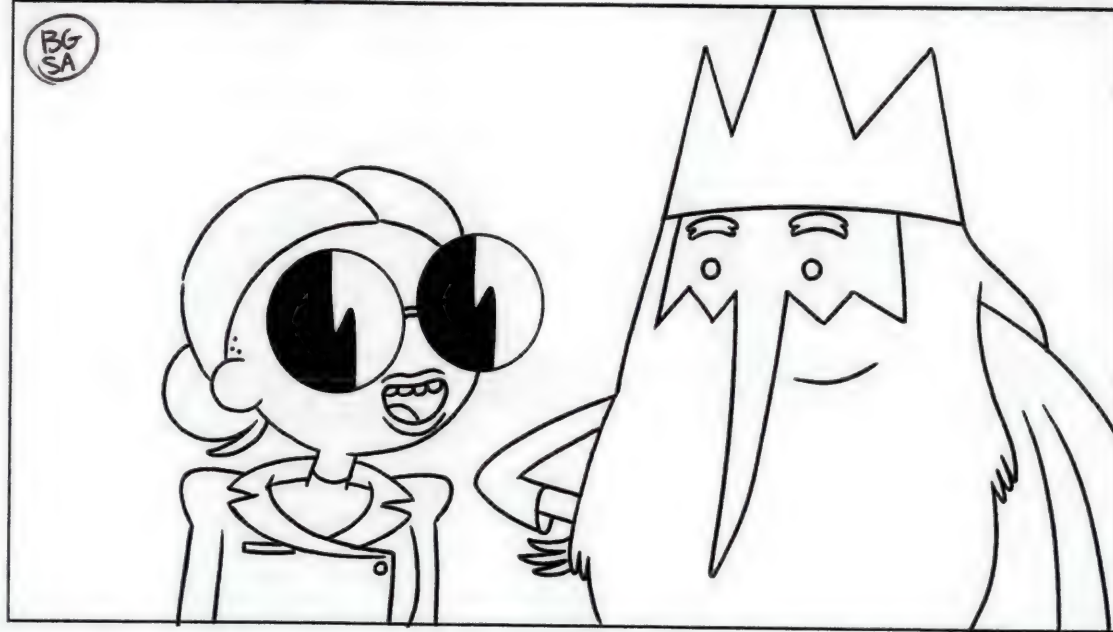
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ADVENTURE TIME

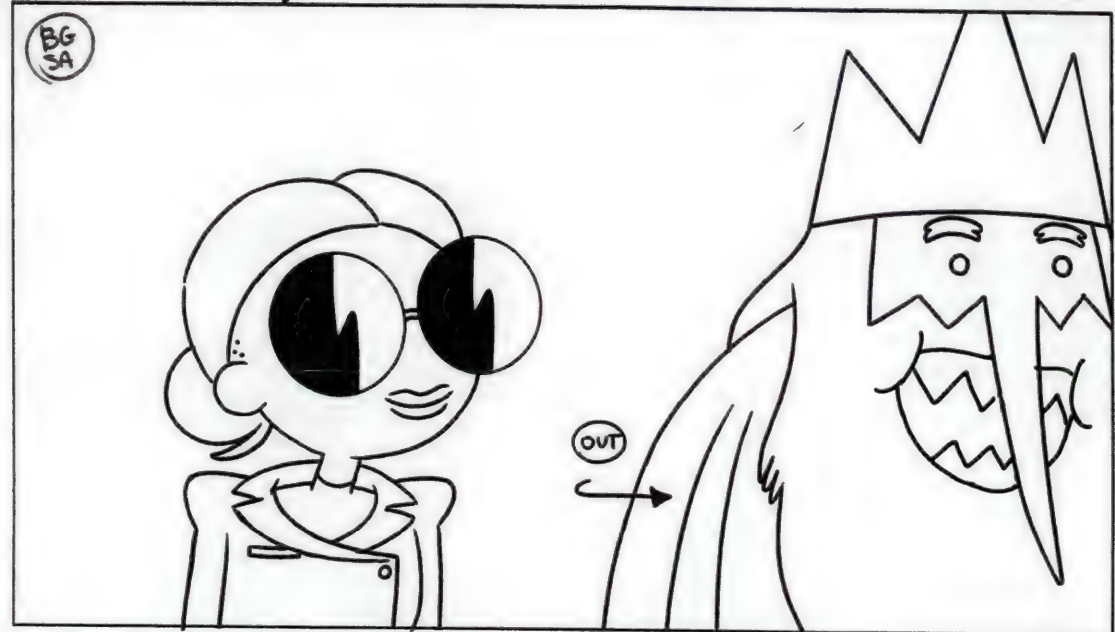


Page 126
126 NEXT
day night

Sc. 70 *cont* Pnl. B Bg. day night



Sc. 70 *cont* Pnl. C Bg. day night



Dialog:

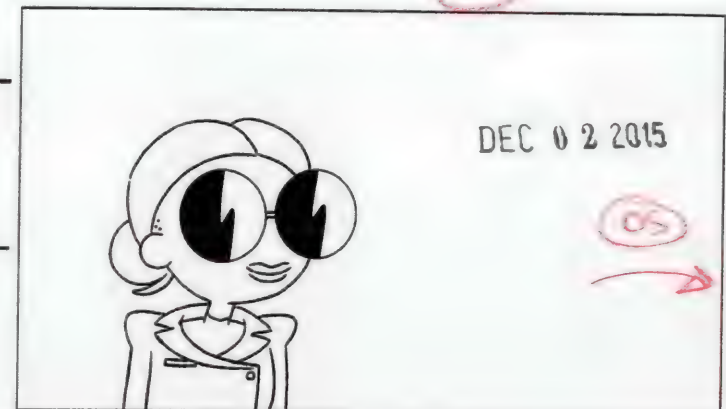
Ⓟ GET ME THOSE PRINCESSES.

ⓇK You GOT IT, BOSS!

Action:

- IK WALKS
OFF/ S.

Timing:



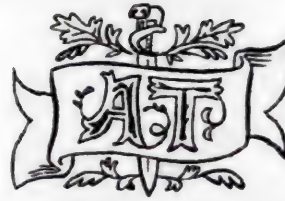
EPISODE # 1034-242

1034/242

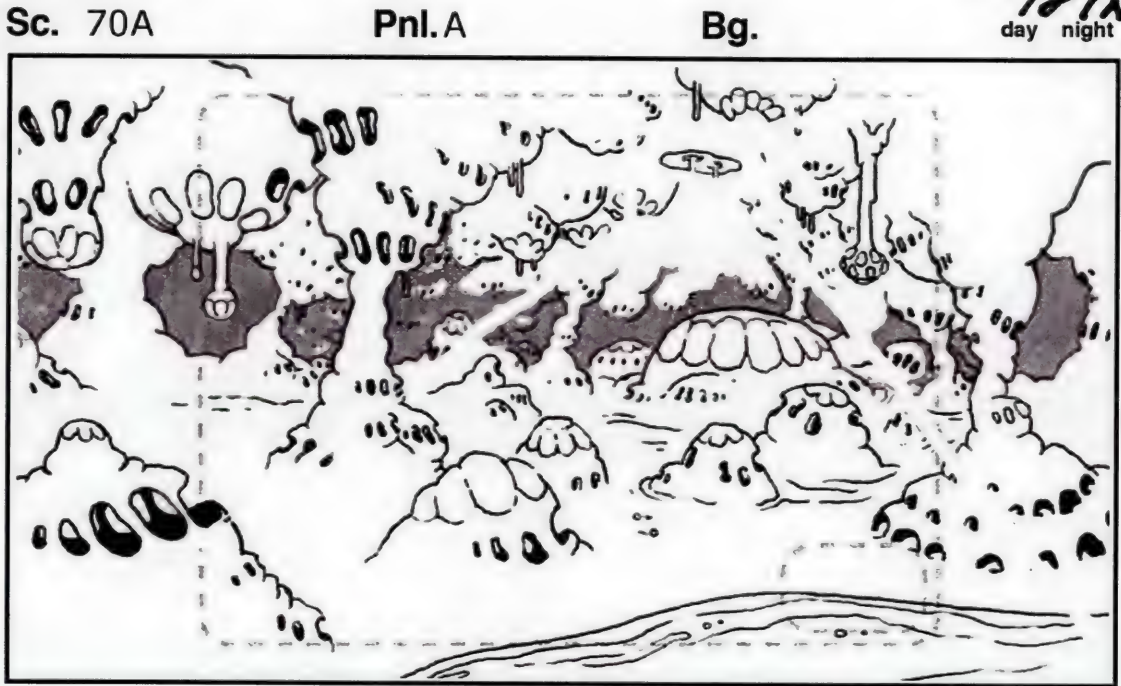
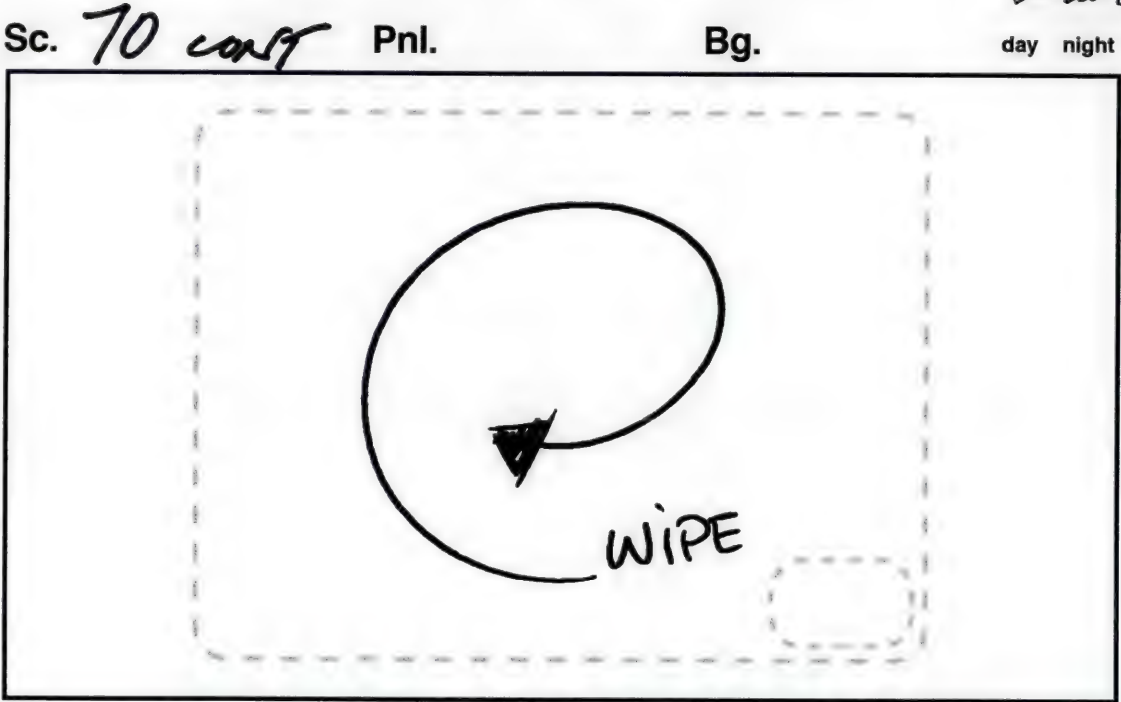
Production :

1034/242

ADVENTURE TIME



Page 126A
127 NEXT
day night



Dialog:
Action:
Timing:

DEC 02 2013

EPISODE # 1034-242

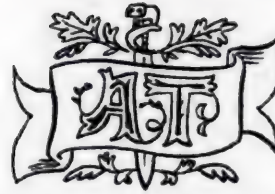
Production:

1034/242

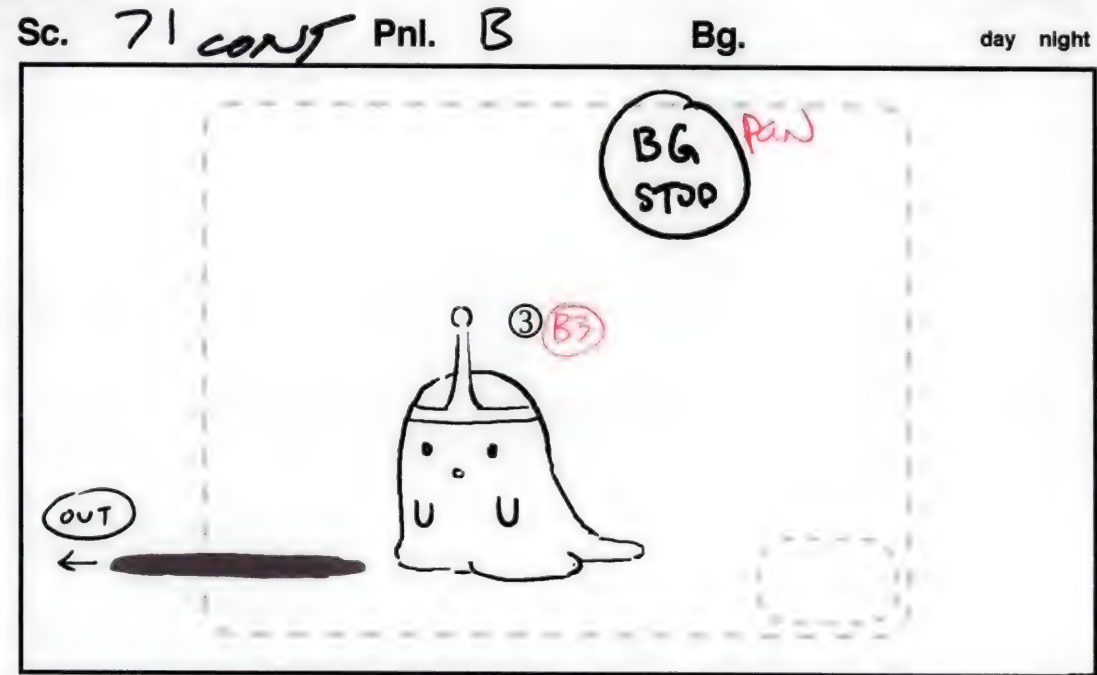
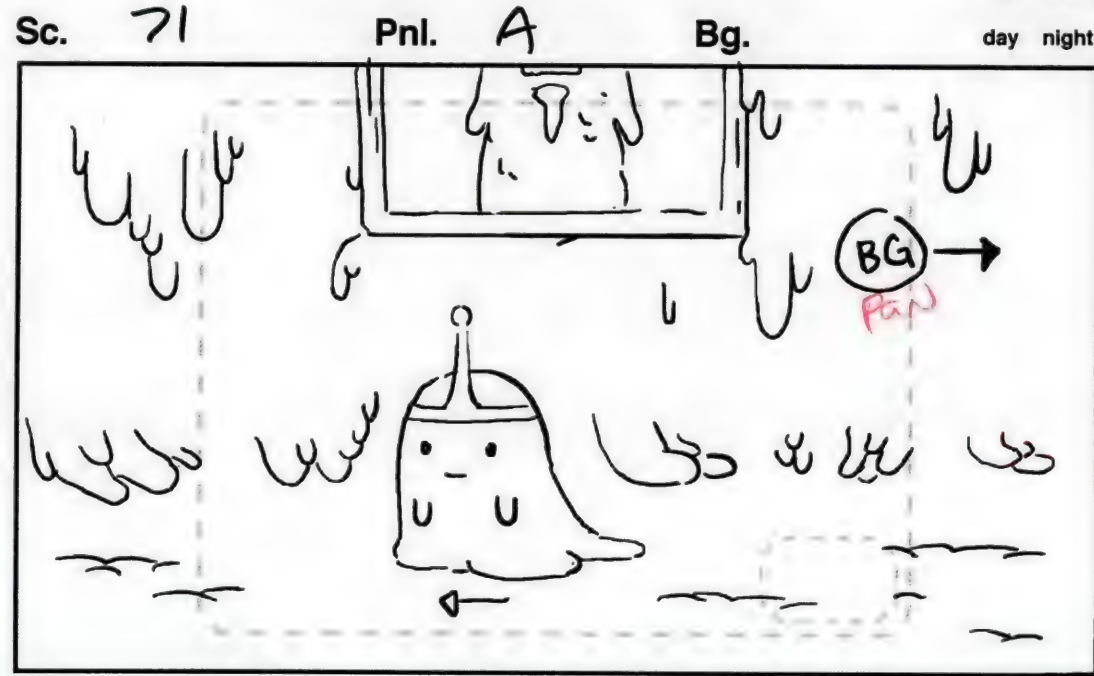
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ADVENTURE TIME



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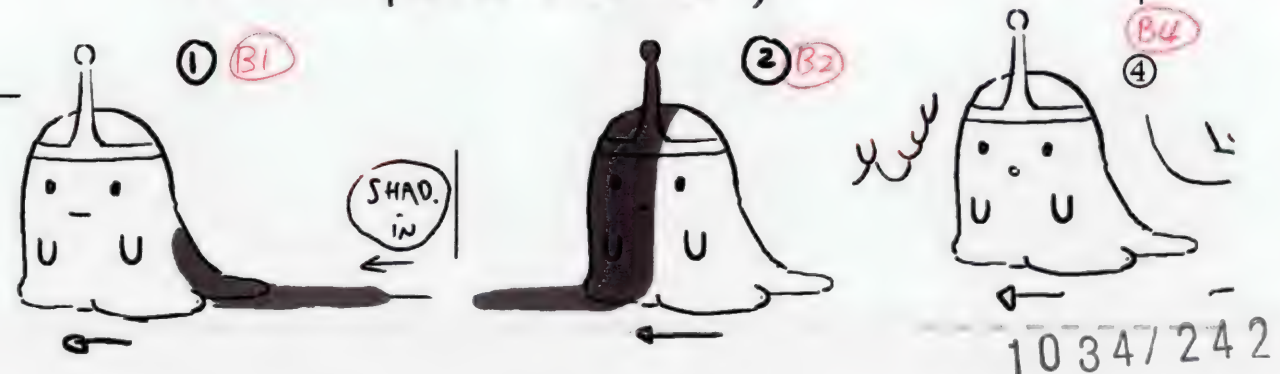
Dialog: SLIME PRINCESS : (humming)

DEC 12 2015

Action: - SP. WALKING ALONG.

(shadow passes over her)

Timing:



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EPISODE #

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1034/242

1034/242

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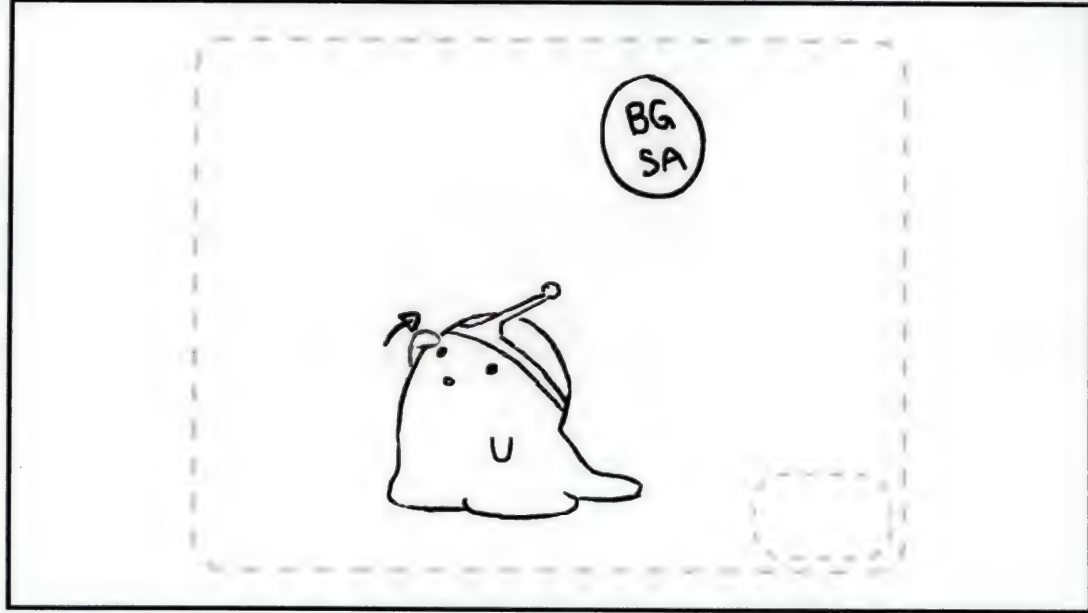
1034/242

ADVENTURE TIME

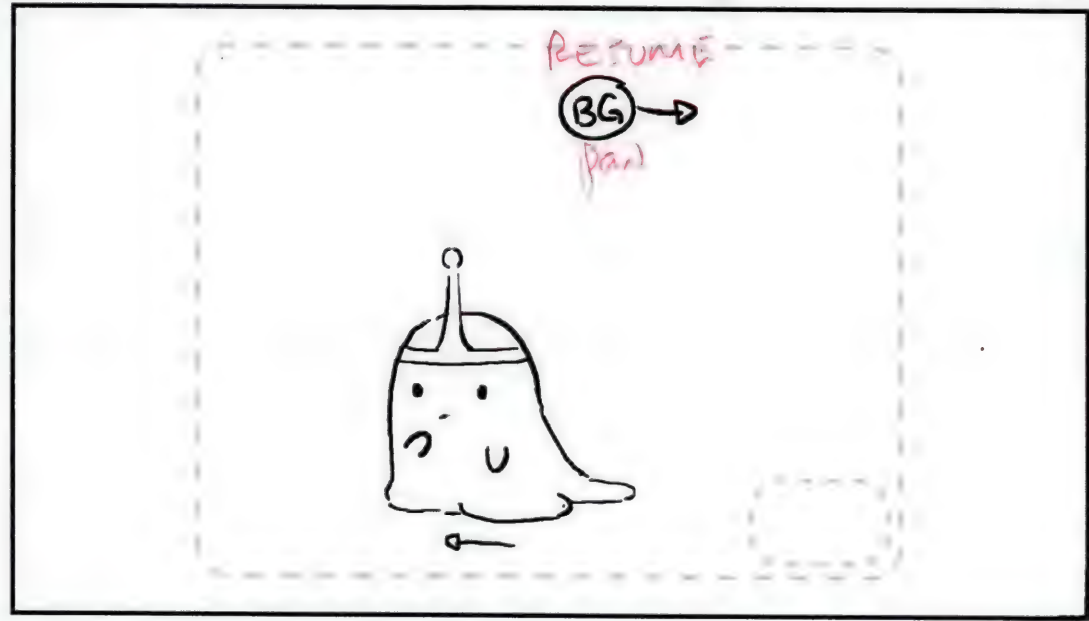


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Sc. 71 cont Pnl. C Bg. day night



Sc. 71 cont Pnl. D Bg. day night



Dialog:	<u>SP / hm ?</u>
Action:	<u>(looking around)</u>
Timing:	

(she continues)

DEC 02 2015

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EPISODE #

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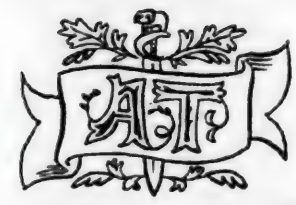
Production:

1034/242

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ADVENTURE TIME



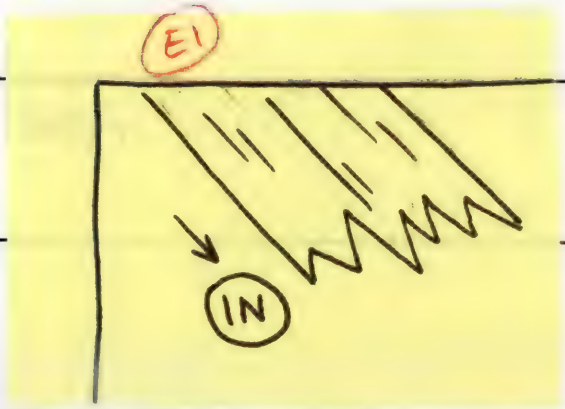
Sc. 71 *cont* Pnl. E Bg. day night



Sc. 71 *cont* Pnl. F Bg. day night



Dialog:	
<u>SFX:</u> <blast!>	
Action:	- ICE MAGIC HITS SP FROM OFF/S.
Timing:	



CAM ADJ
A → B

- SP ENCASED
IN ICE.

DEC 02 2015

EPISODE # 1034-242

Production:

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ADVENTURE TIME



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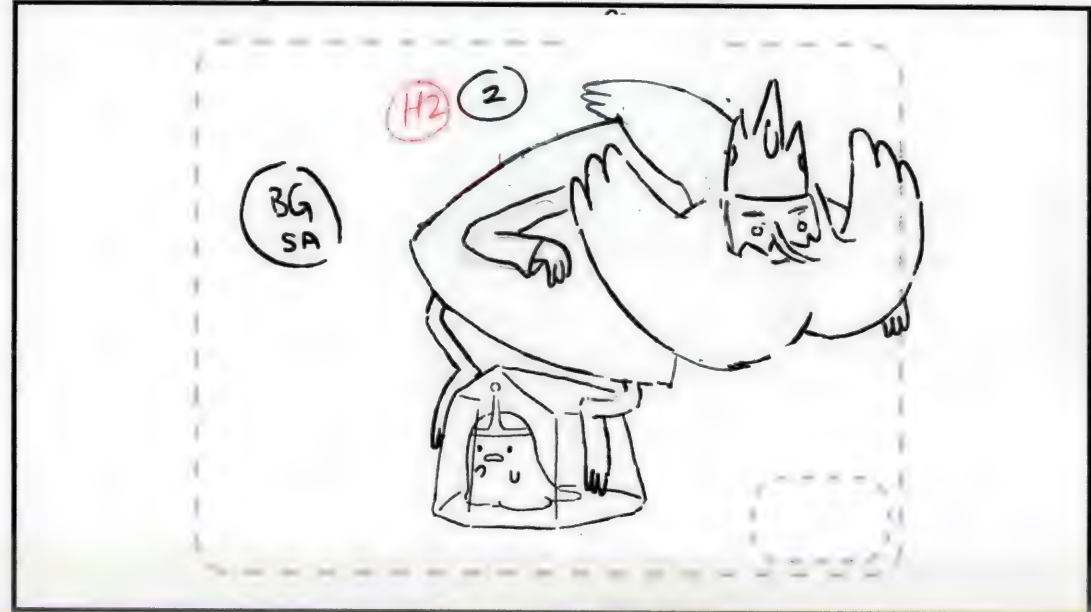
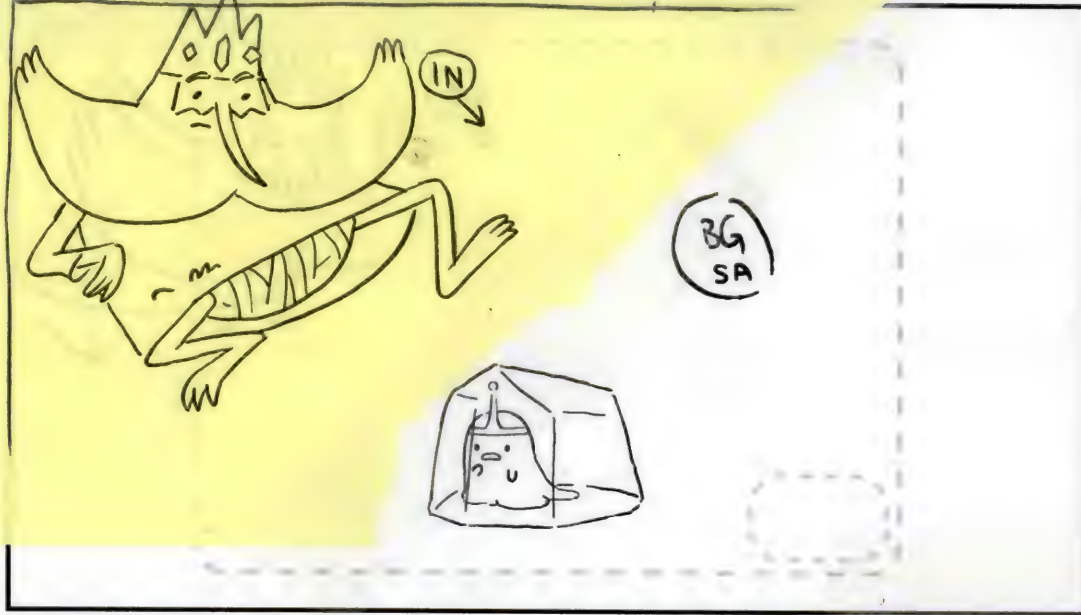
Sc. 71 cont Pnl. G

day night

Sc. 71 cont Pnl. H

Bg.

day night



Dialog:

Action:

(LK swoops in, picks her up w/ his feet and flies off)

Timing:



SFX: *CLICK*



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1034/242

Production:

1034/242

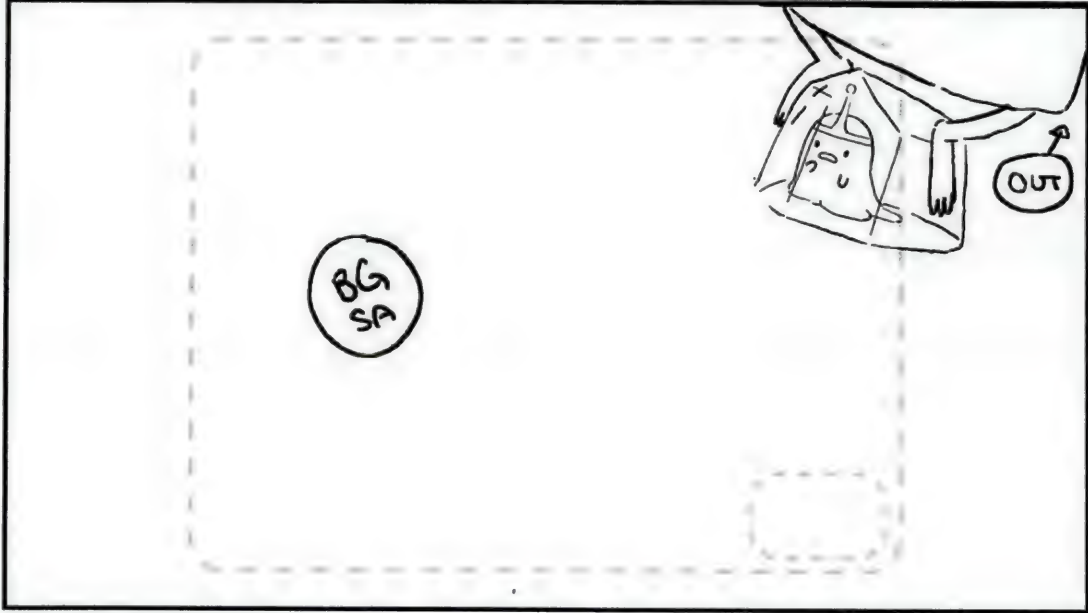
ADVENTURE TIME



Sc. 71 *cont* Pnl. I

Bg.

day night

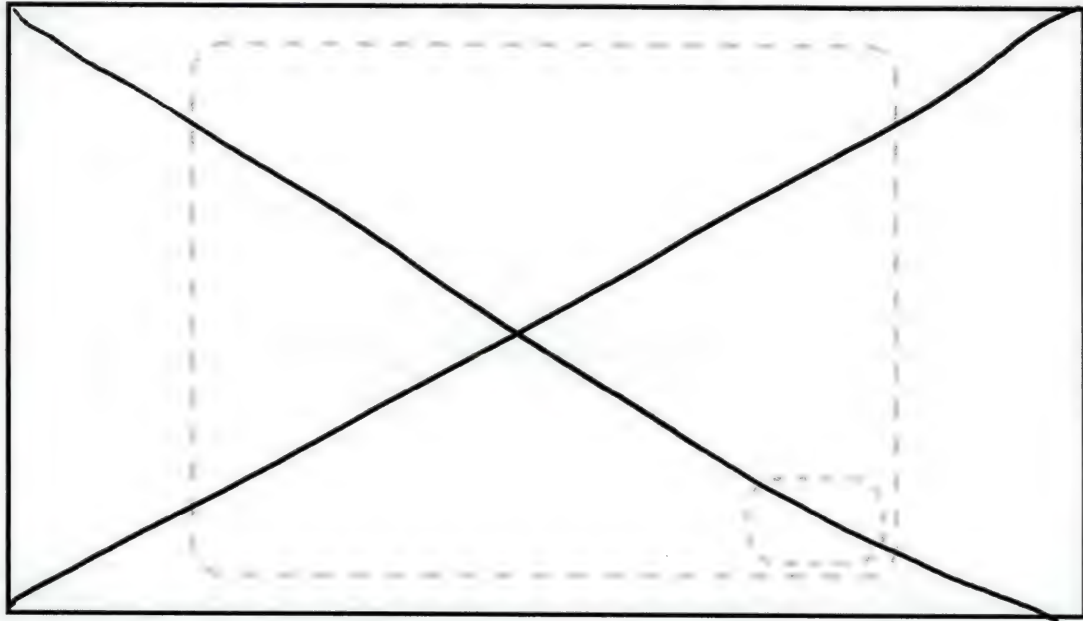


Sc.

Pnl.

Bg.

day night



Dialog:
Action: <i>(like a hawk)</i>
Timing:

DEC 02 2015

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Production:

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1034/242

ADVENTURE TIME



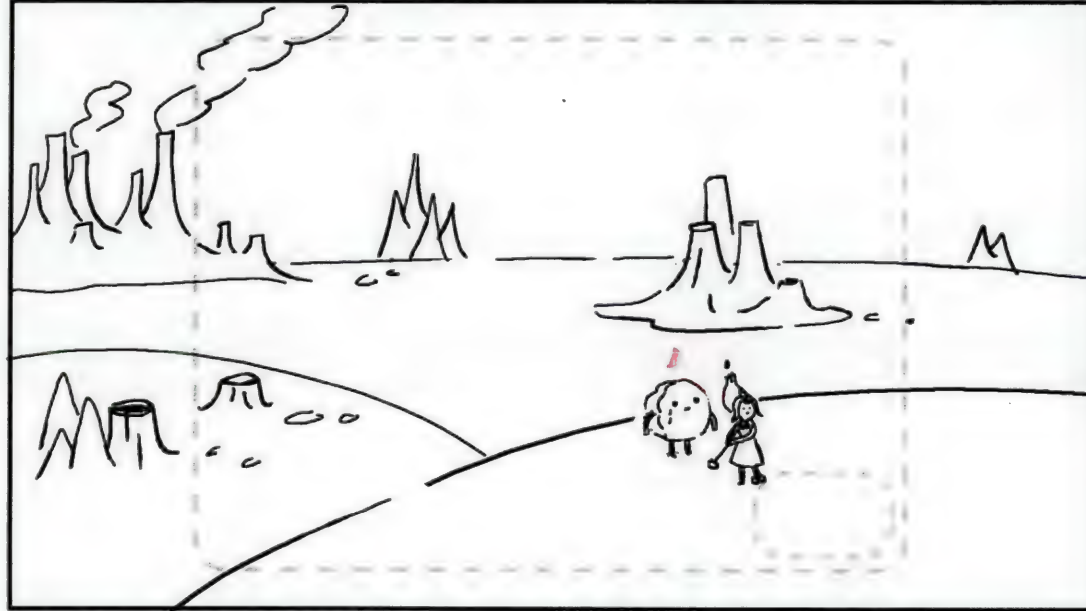
Page 132

Sc. 72

Pnl. A

Bg.

day night

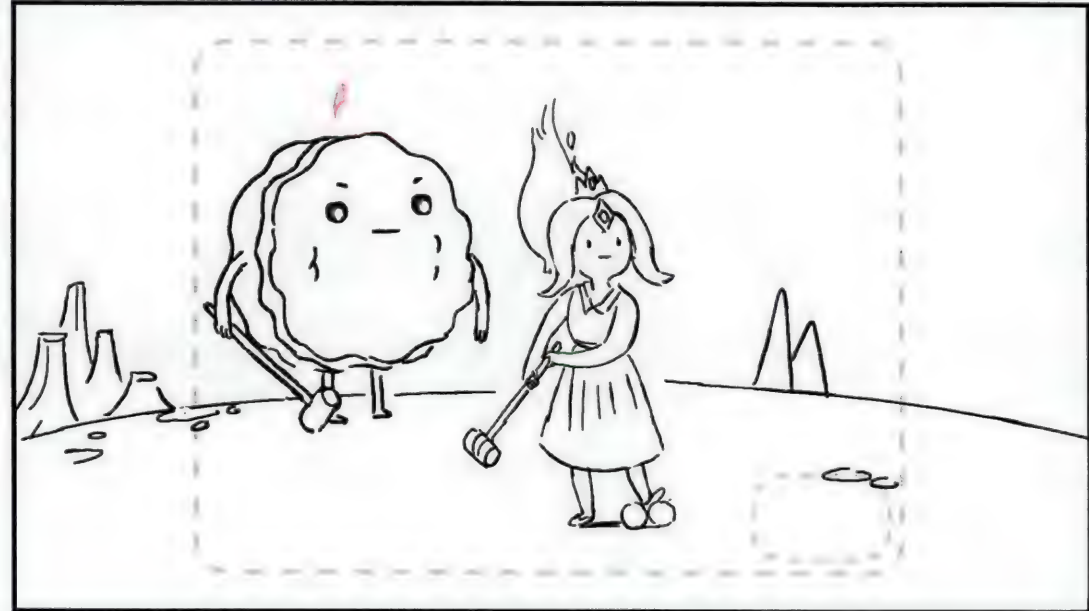


Sc. 73

Pnl. A

Bg.

day night



Dialog:

Action:

- EXT. FIELD NEAR FIRE KINGDOM.

(FP and CB playing croquet)

DEC 02 2015

Timing:

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EPISODE #

1034/242

Production:

1034/242

ADVENTURE TIME

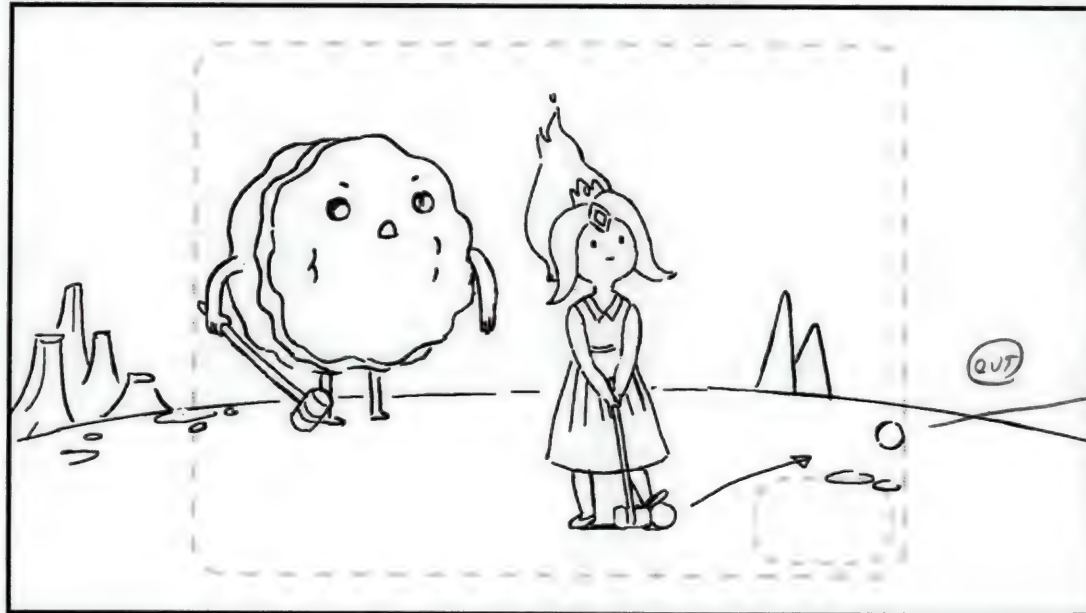


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Sc. 73 *cont* Pnl. B

Bg.

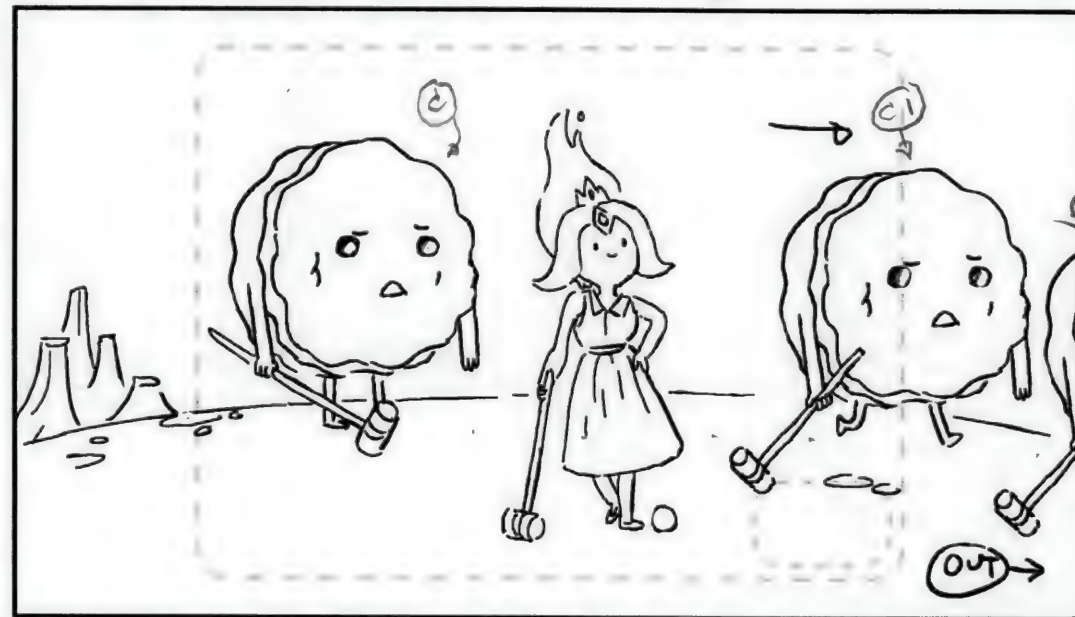
day night



Sc. 73 *cont* Pnl. C

Bg.

day night



Dialog:

SFX:
* CLKK *

Action:

- CBS BALL FLIES OFF/S

- CB WALKS OFF/S DISAPPOINTED

DEC 02 2015

Timing:

EPISODE #

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Production:

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1034/242

ADVENTURE TIME

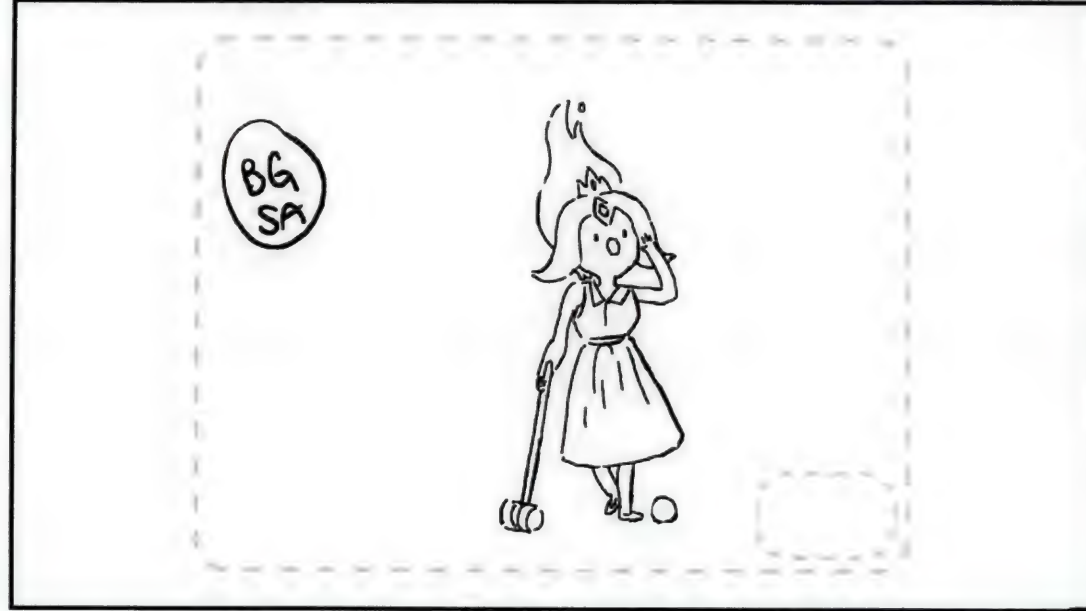


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Sc. 73 *cont* Pnl. D

Bg.

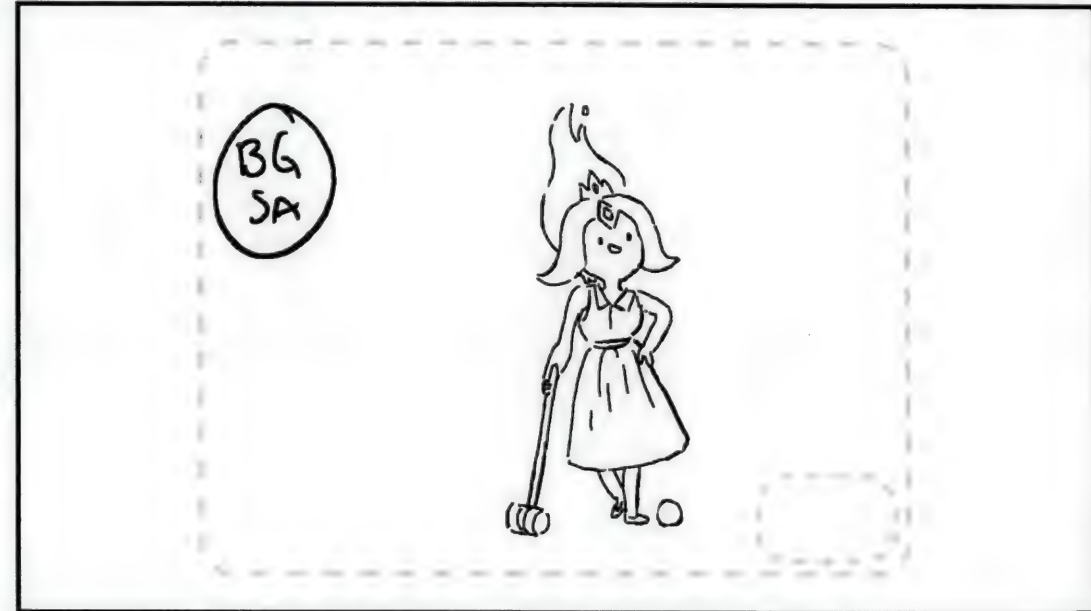
day night



Sc. 73 *cont* Pnl. E

Bg.

day night



Dialog:

PRINCESS FLAME : send me a postcard when you get there!

FP / heheh

Action:

-FP LEANS ON Mallet.

Timing:

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EPISODE #

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Production:

1034/242

1034/242

ADVENTURE TIME

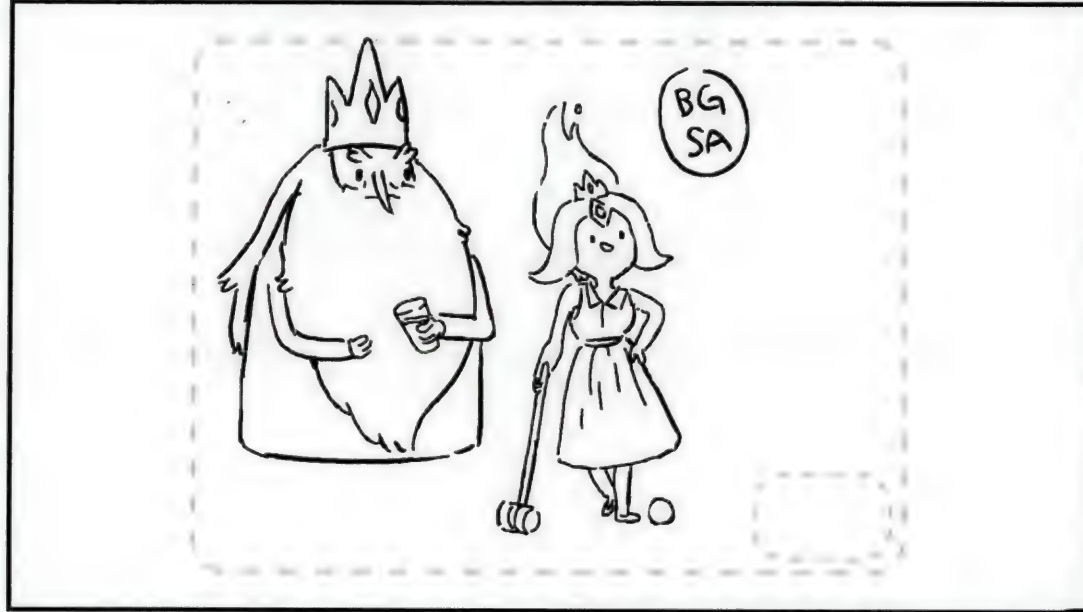


Page 135

Sc. 73 cont Pnl. F

Bg.

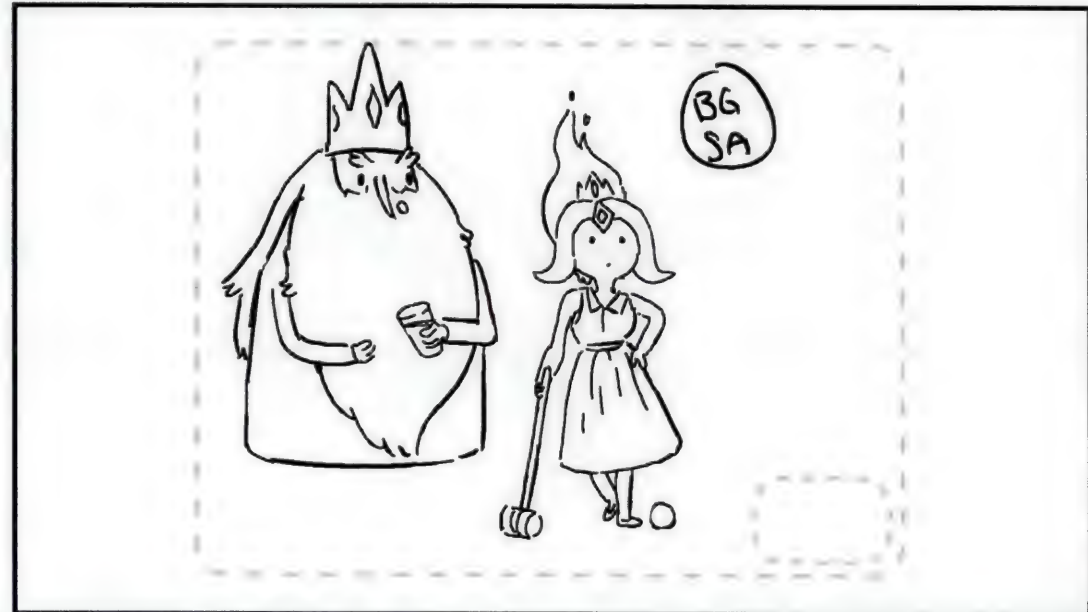
day night



Sc. 73 cont Pnl. G

Bg.

day night



Dialog:

IK / hey.

Action:

(IK appears behind her)
(holding a glass of water)

Timing:



DEC 02 2015

Production:

EPISODE #

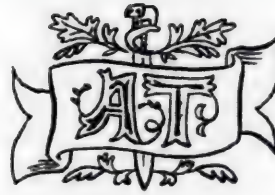
1034-242

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1034/242

1034/242

ADVENTURE TIME

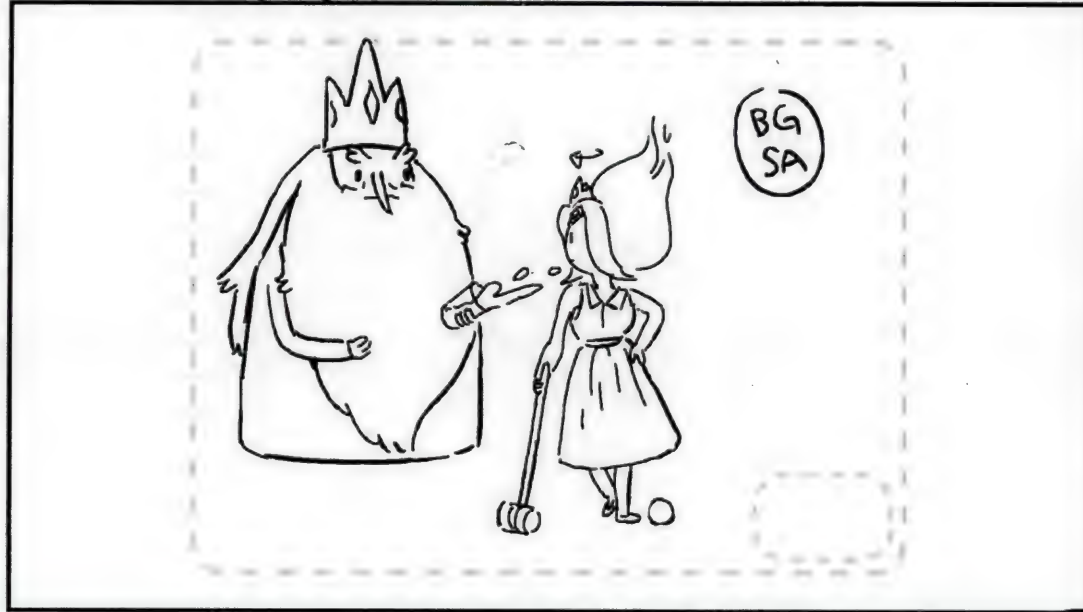


Page 136

Sc. 73 CONT Pnl. H

Bg.

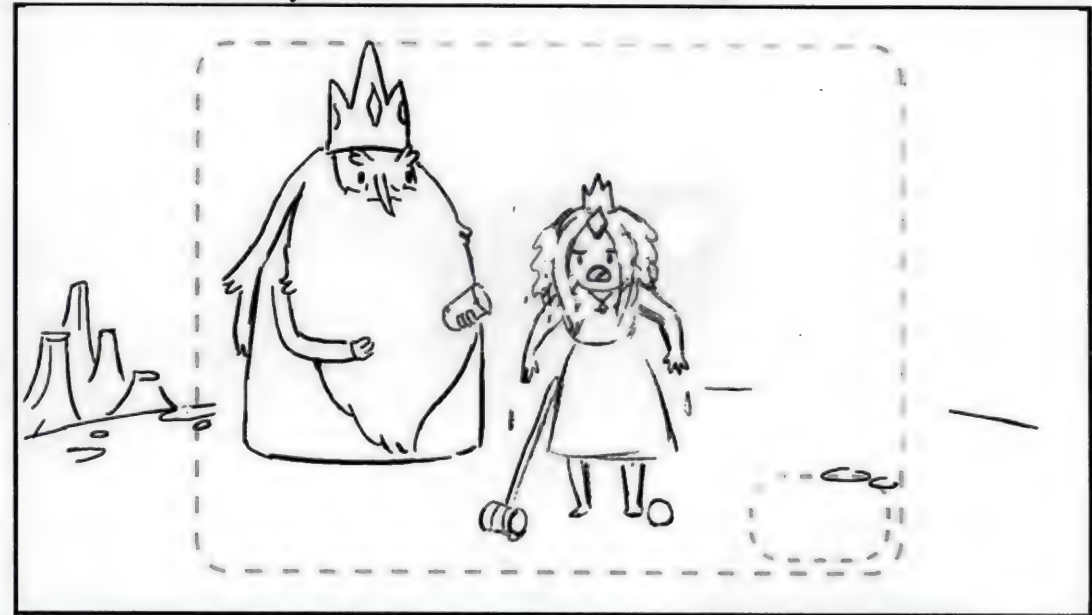
day night



Sc. 73 CONT Pnl. I

Bg.

day night



1034-242

EPISODE #

1034/242

Dialog:

SFX:
*SPHH *

FP/ Ahhh!

Action:

(IK throws water in FP's Face)

(H)

- FP FALLS TO HER KNEES
GOES TO 'COOL' PALETTE.

Timing:

DEC 02 2015

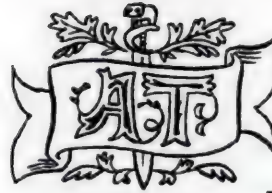


Production:

1034/242

1034/242

ADVENTURE TIME

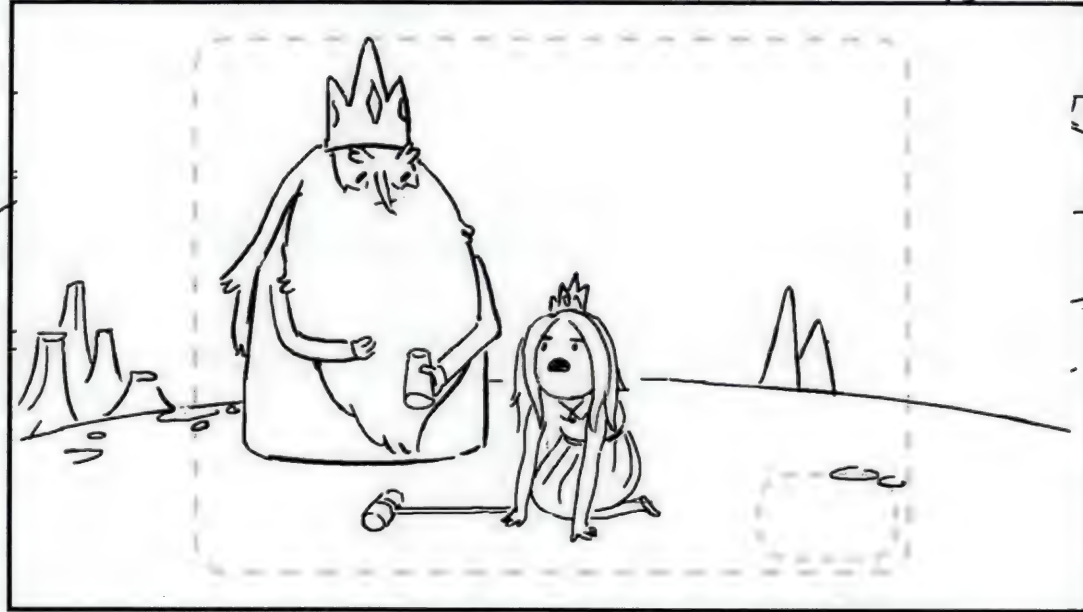


Page 137

Sc. 73 *CONT* Pnl. J

Bg.

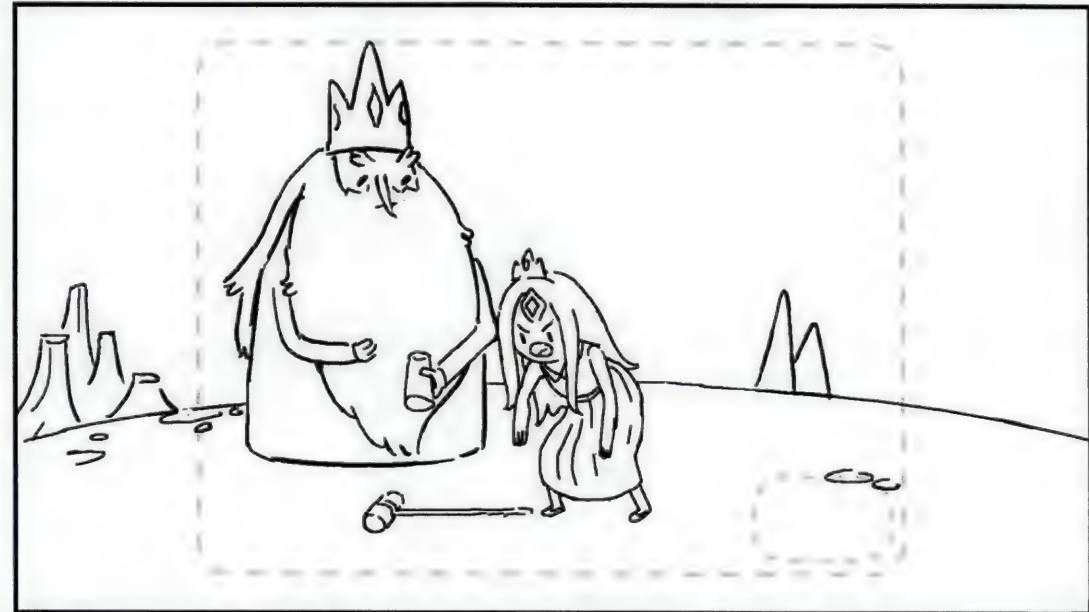
day night



Sc. 73 *CONT* Pnl. K

Bg.

day night



Dialog:

FP: ILE KING...

SFX: *SSS*

Action:

(CB concentrating
on ball)

- FP RISES.

Timing:

DEC 02 2015

EPISODE # 1034-242

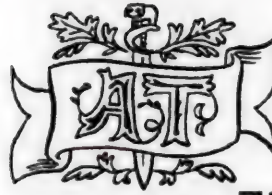
Production:

1034/242

1034/242

1034/242

ADVENTURE TIME

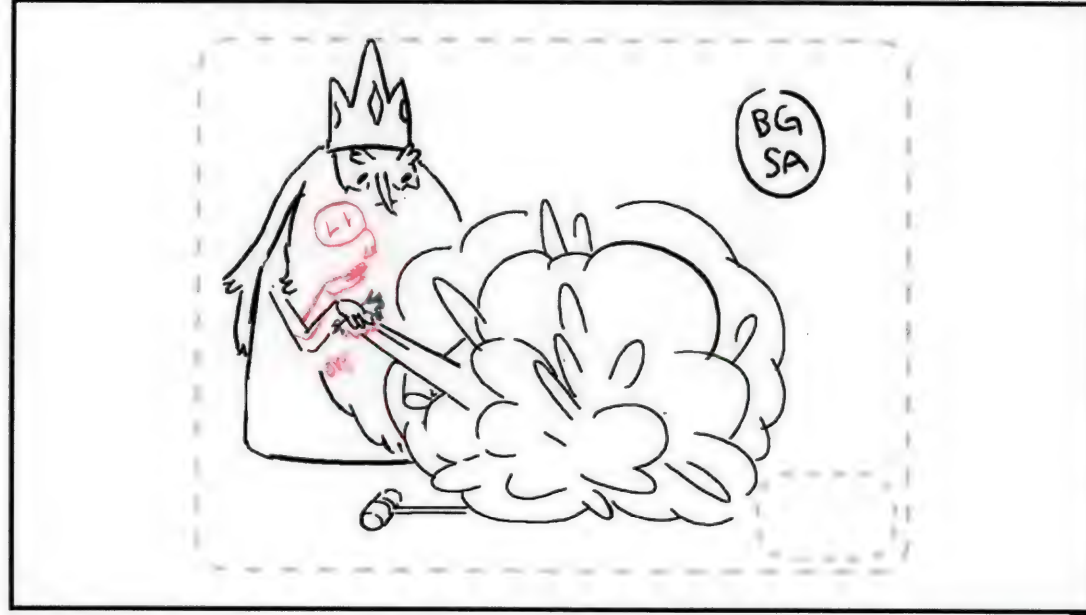


Page 138

Sc. 73 *cont* Pnl. L

Bg.

day night



Sc. 73 *cont* Pnl. M

Bg.

day night



Dialog:

IK / hold that thought.

Action:

< blast >

- FP ENCASED IN ICE.

Timing:

DEC 02 2015

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Production:

1034/242

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ADVENTURE TIME



NO SC'S
74-76

Page **139**
NO PG/40
day night

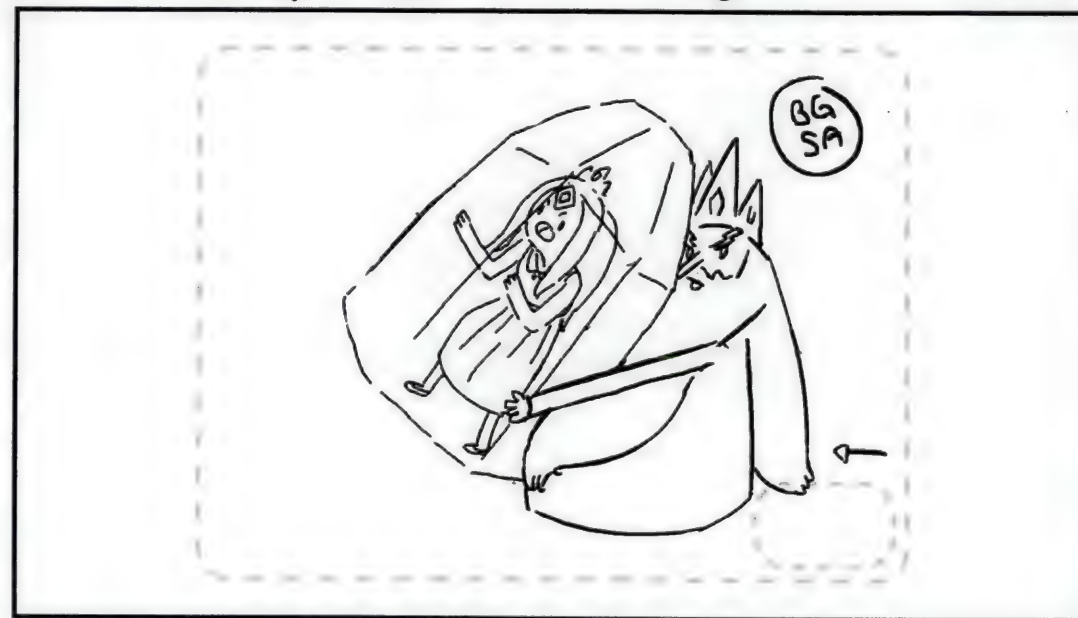
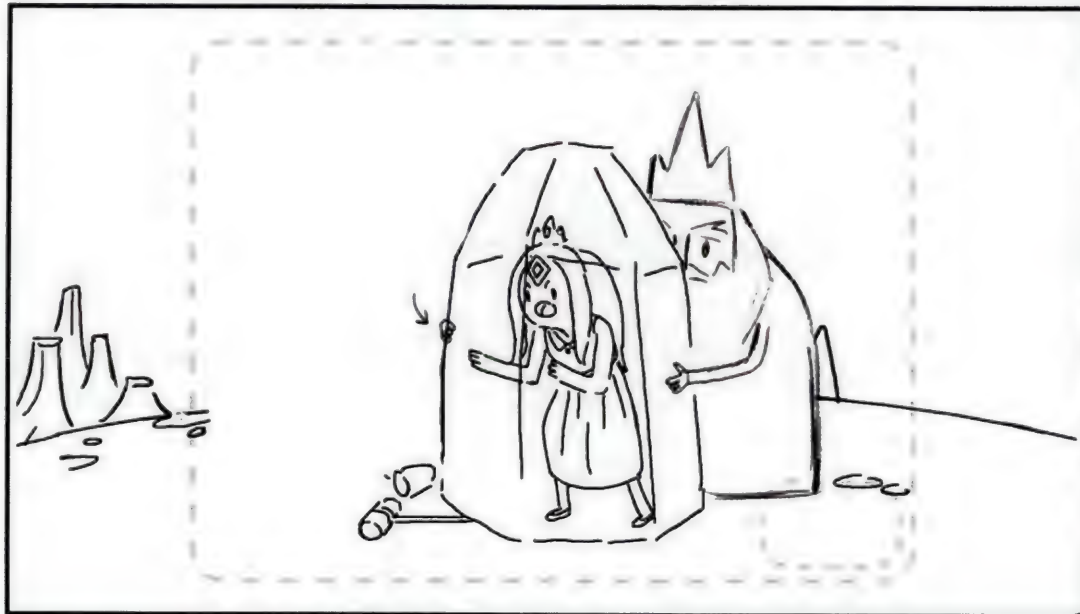
Sc. 73 *CONT* Pnl. N

Bg.

day night

Sc. 73 *CONT* Pnl. O

Bg.



Dialog:

IK / harrung!

Action:

-IK PICKS UP FP.

Timing:

DEC 02 2015

EPISODE # 1034-242

EPISODE #

1034/242

Production:

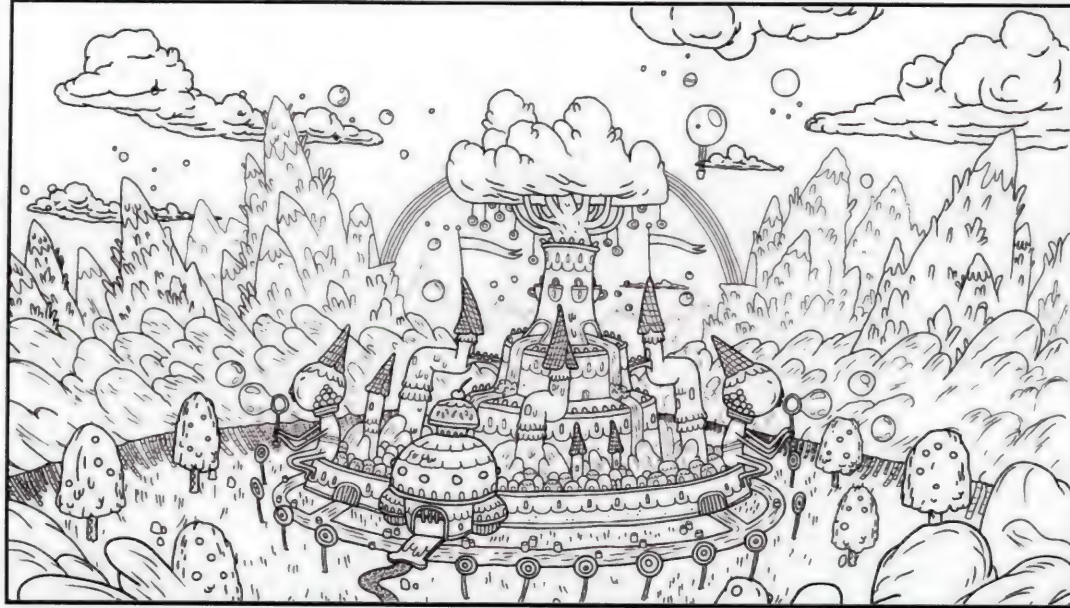
1034/242

ADVENTURE TIME

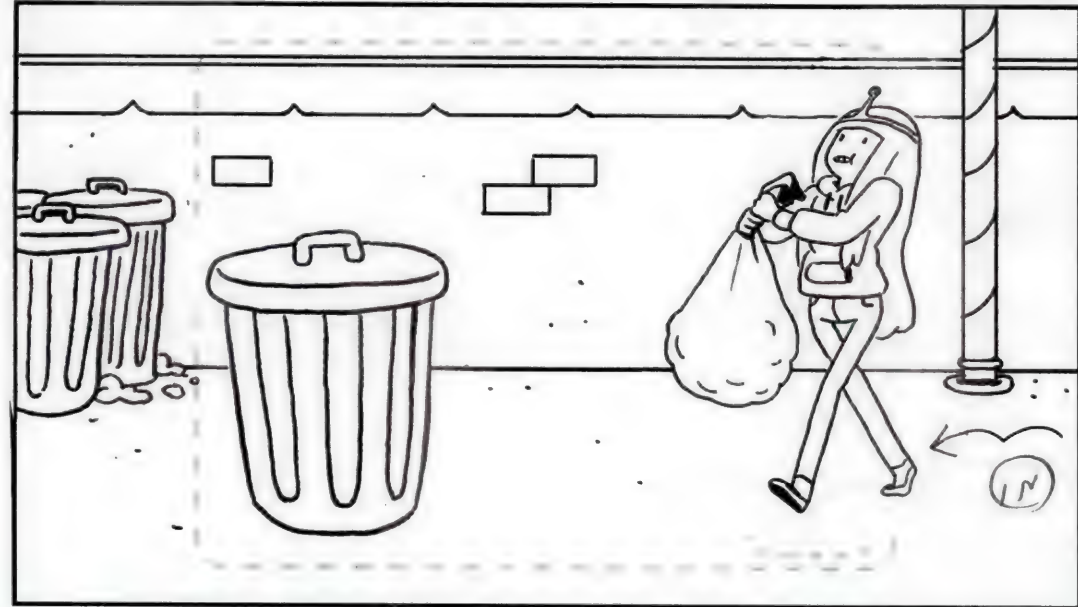


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Sc. 77 Pnl. A Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:

Action:

Ext. Shot of Candy Kingdom

- PB IN CANDY KINGDOM ALLEY
TAKING OUT TRASH

DEC 02 2015

Timing:

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Production:

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1034/242

ADVENTURE TIME



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Sc. 78 cont Pnl. B

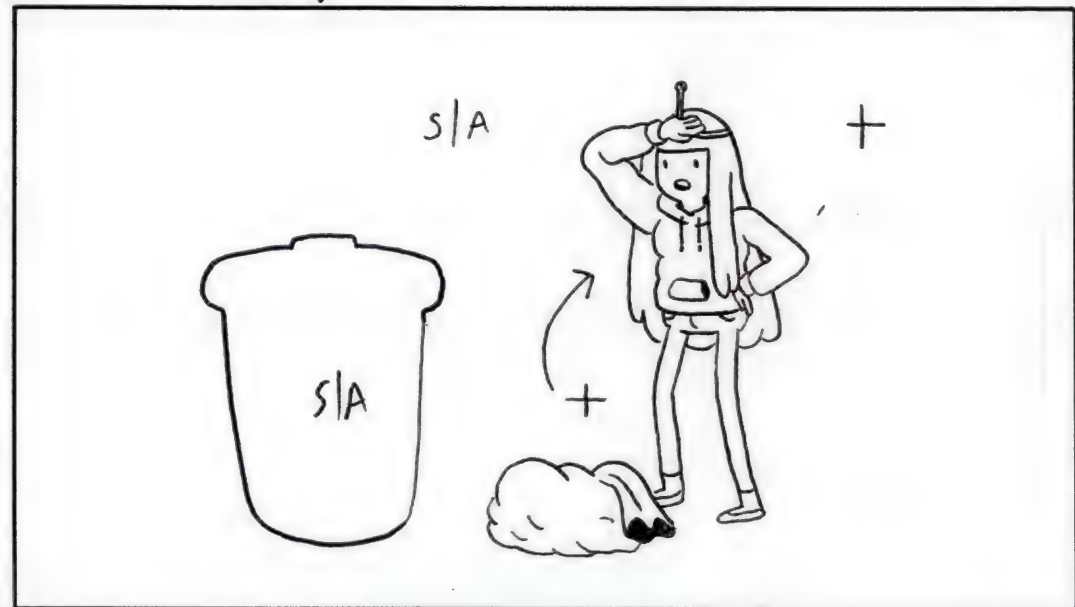
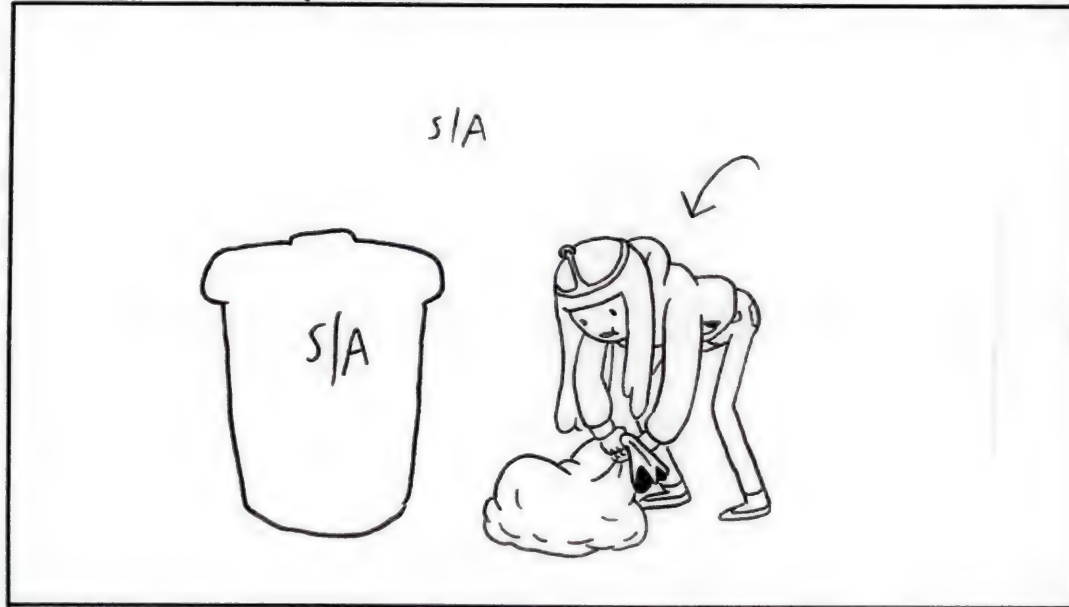
Bg.

day night

Sc. 78 cont Pnl. C

Bg.

day night



Dialog:

PRINCESS
BUBBLEGUM: [SMALL SIGH]

Action:

- PB PUTS TRASH DOWN

- PB WIPES HER BROW

Timing:



DEC 02 2015

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Production:

1034/242

1034/242

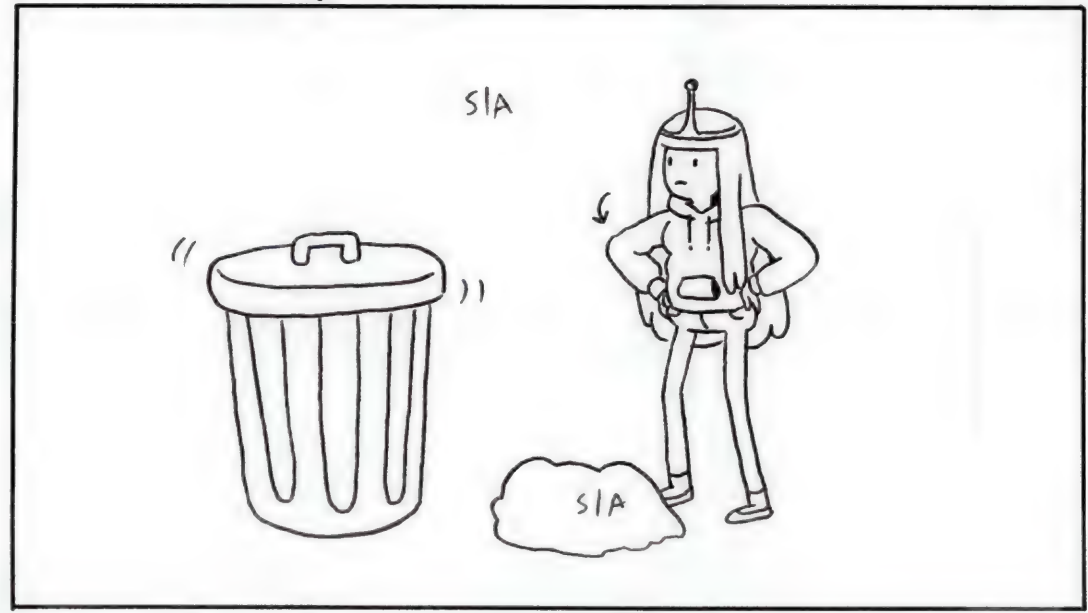
1034/242

ADVENTURE TIME

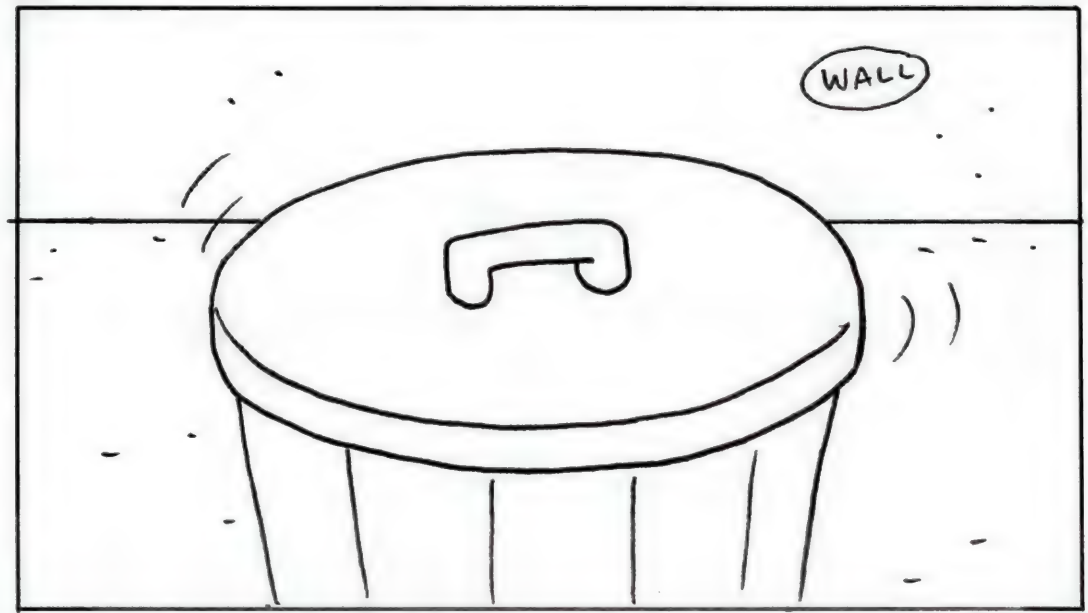


Page 143

Sc. 78 cont Pnl. D Bg. day night



Sc. 79 Pnl. A Bg. day night



Dialog:	<p><u>SFX</u>: (* rattle rattle *)</p>
Action: - PB NOTICES LID RATTLING	
Timing:	

DEC 02 2015

EPISODE # 1034-242

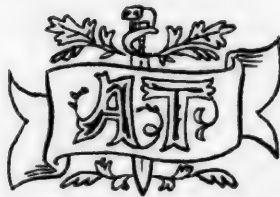
Production:

1034/242

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1034/242

ADVENTURE TIME

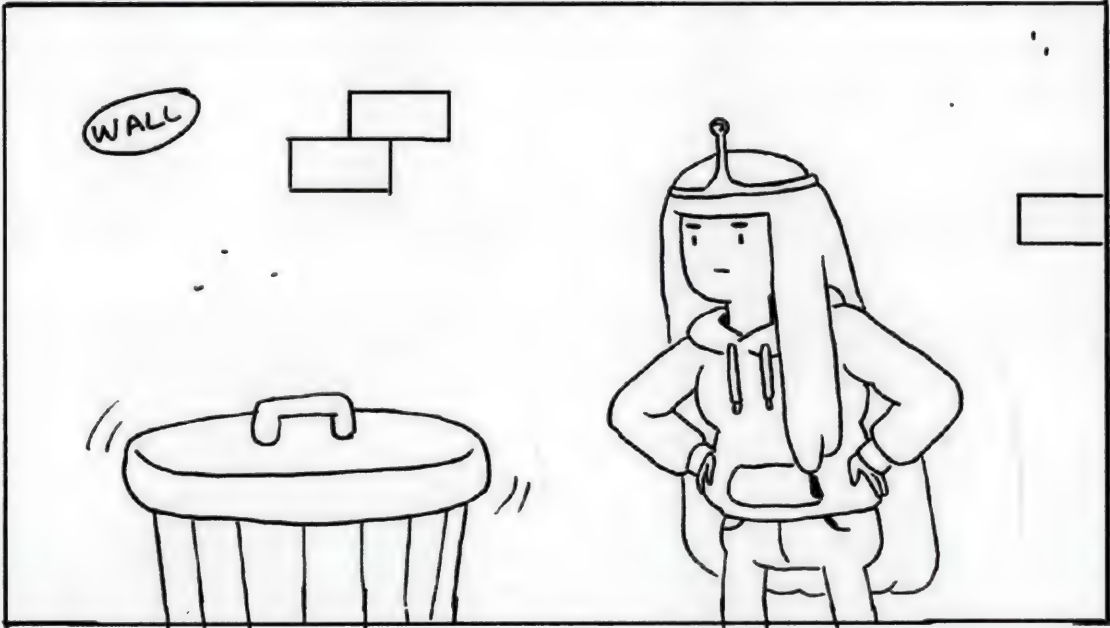


Sc. 80

Pnl. A

Bg.

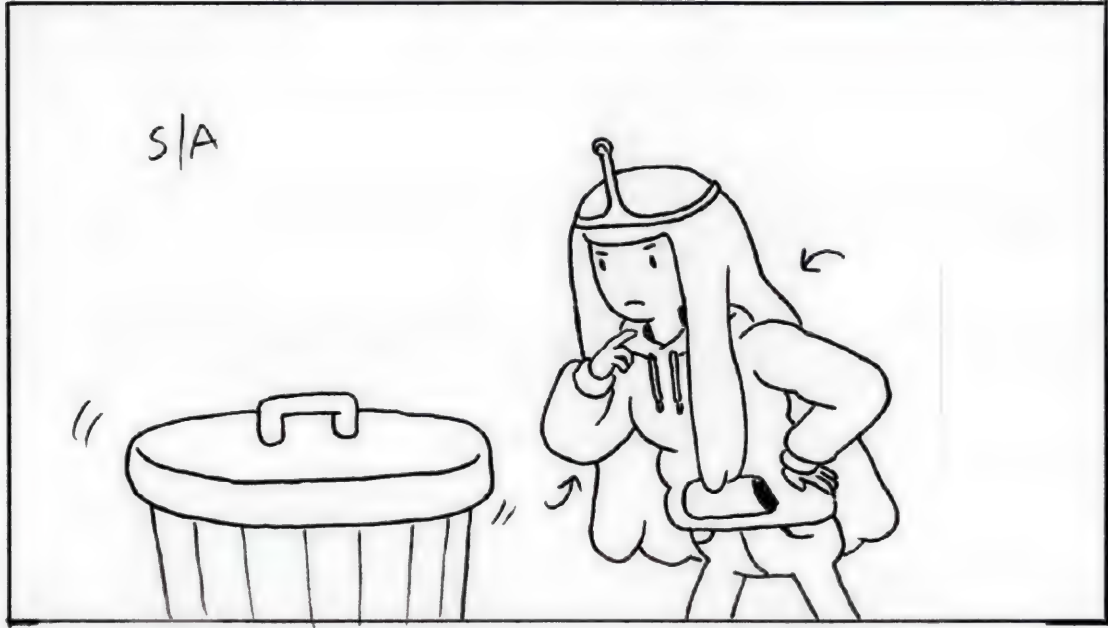
day night



Sc. 80 cont Pnl. B

Bg.

day night



Dialog:		
Action:	- SP - lid rattles	- PB LEANS OVER TO LOOK - lid rattles DEC 02 2015
Timing:		

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Production:

ADVENTURE TIME



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Sc. 80 CONT Pnl. C

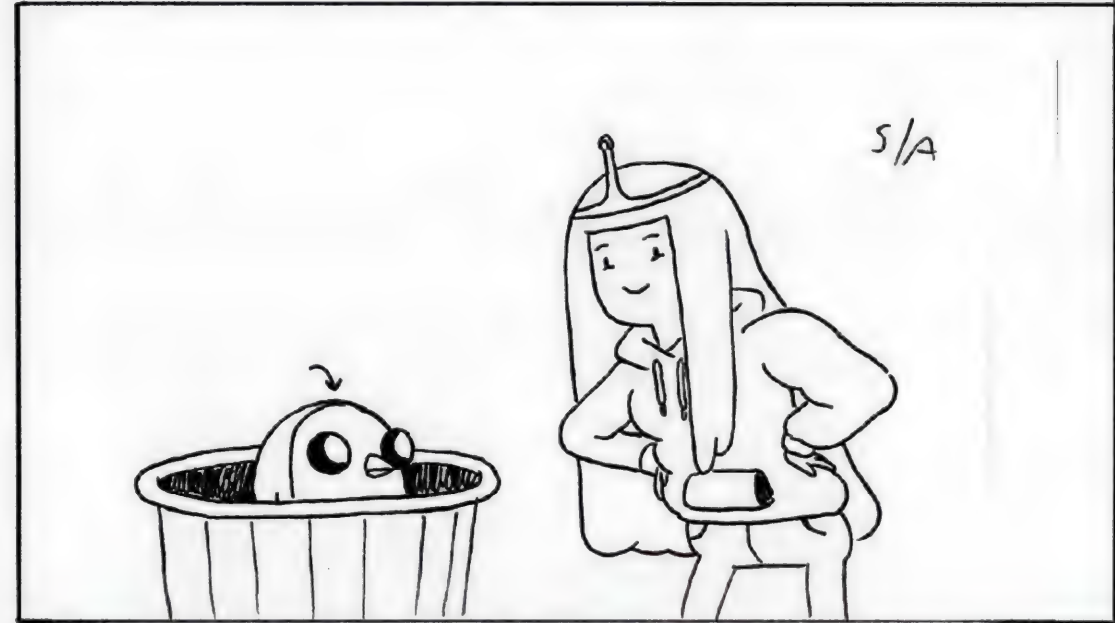
Bg.

day night

Sc. 80 CONT Pnl. D

Bg.

day night



Dialog:

SFX: * KLANG *

Action:

- GUNTER POPS OUT
- LID FLIES O/S

- PB REACTS & SMILES AT G.
(RELIEVED/ OFF GUARD)

DEC 02 2015

Timing:

1034-242

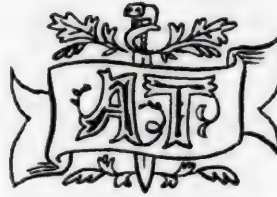
EPISODE #

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Production:

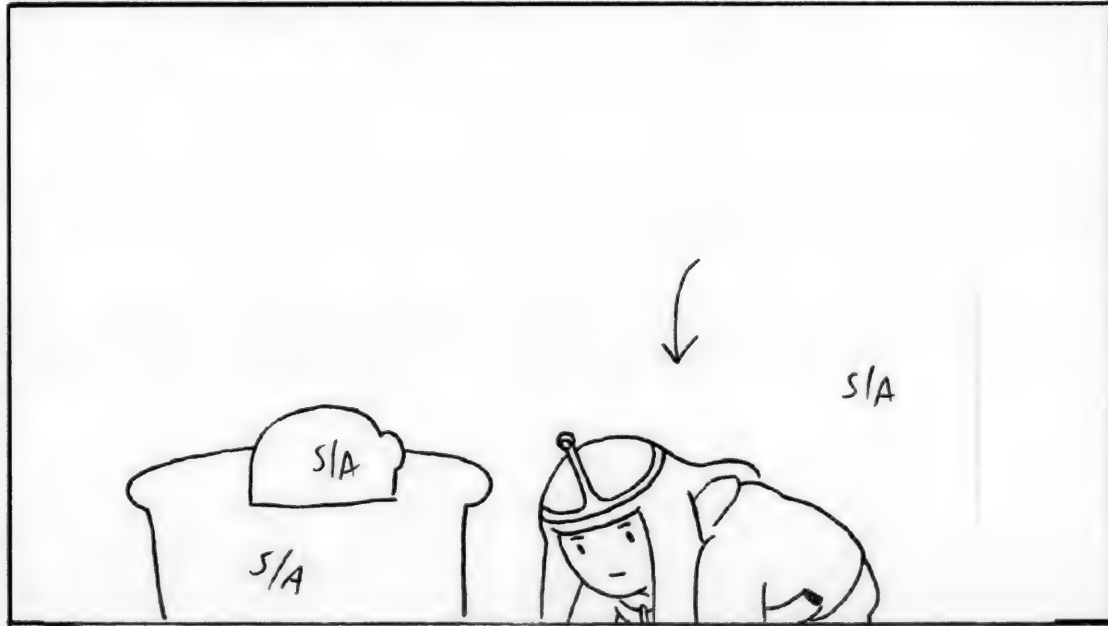
1034/242

ADVENTURE TIME

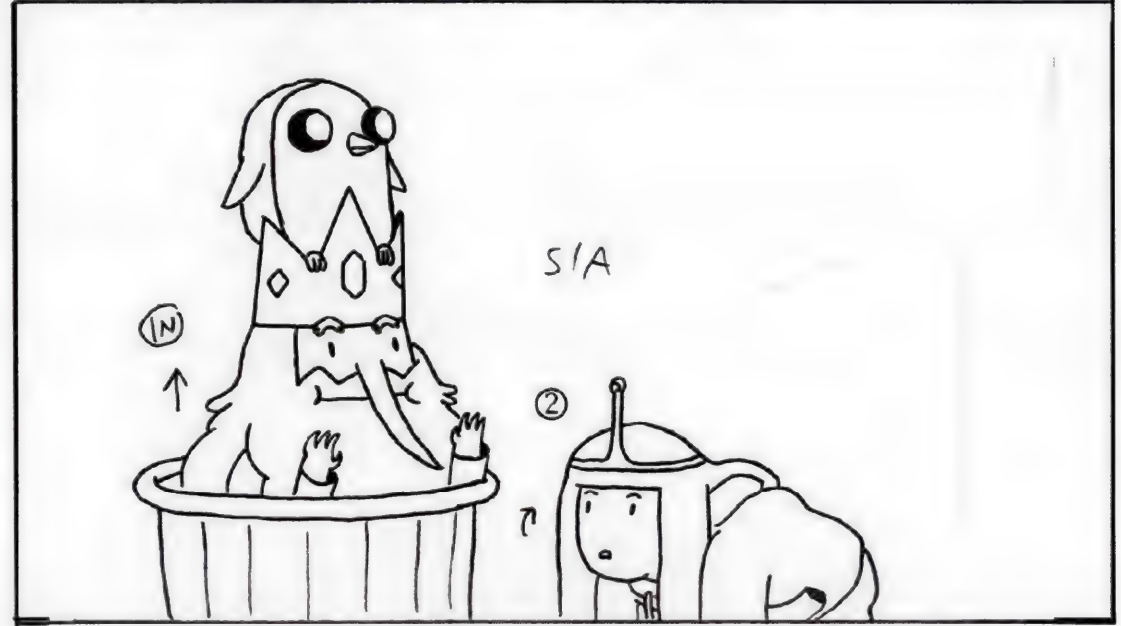


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Sc. 80 cont Pnl. E Bg. day night



Sc. 80 cont Pnl. F Bg. day night



Dialog:

Action: - PB BENDS OVER TO PICK UP THE
BAG OF TRASH O/S

- IK POPS IN FROM BOTTOM OF TRASH CAN
- PB LOOKS UP DEC 03 2011

Timing:

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Production:

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1034.242

ADVENTURE TIME

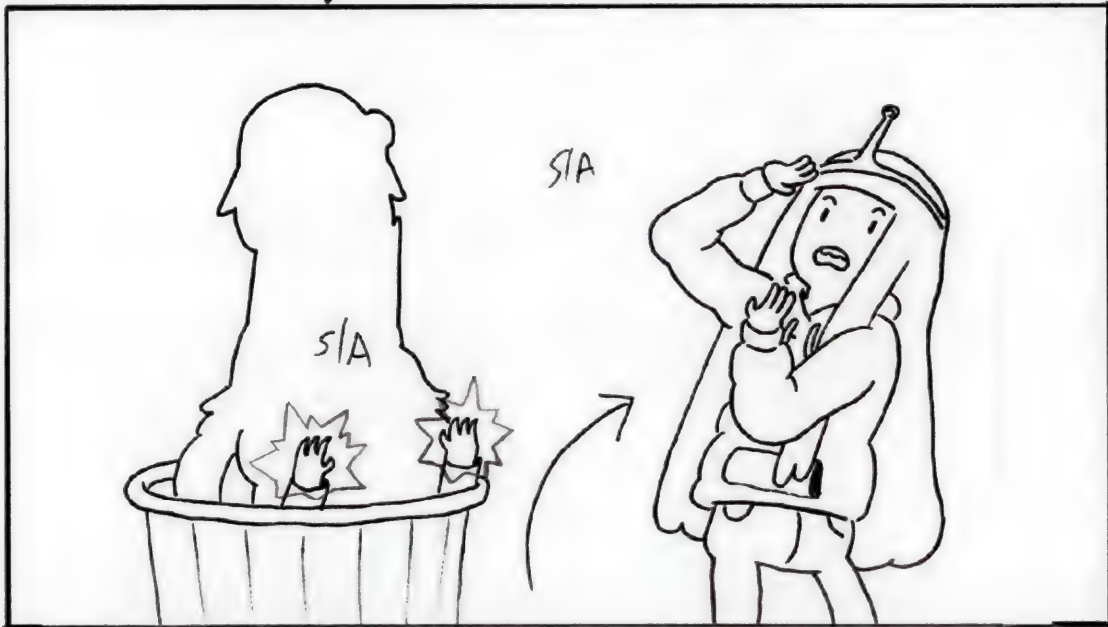


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Sc. 80 cont Pnl. G

Bg.

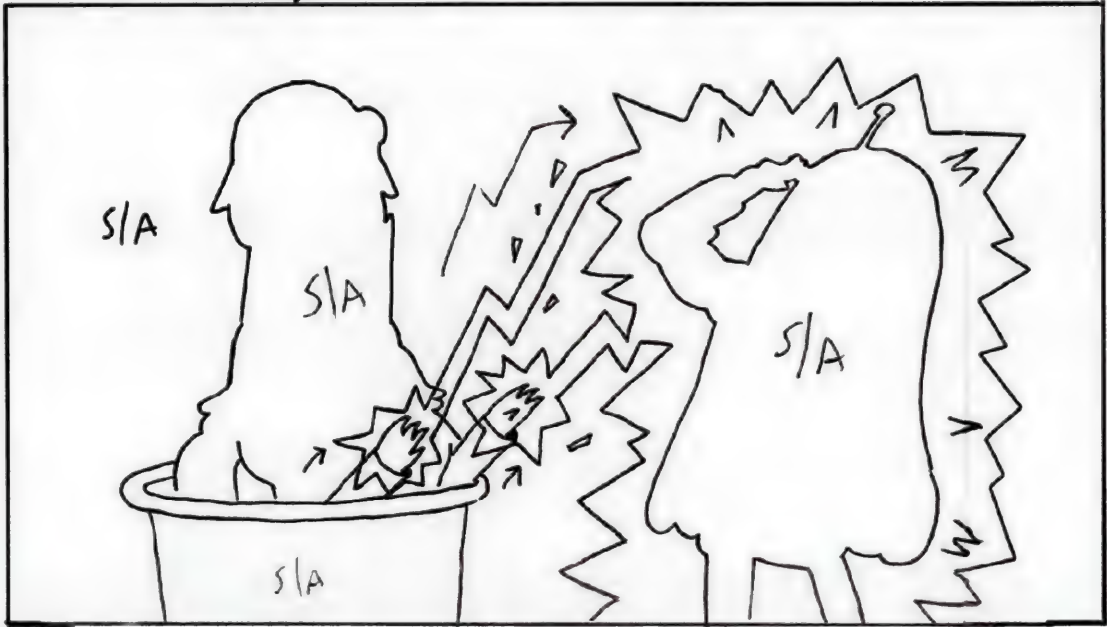
day night



Sc. 80 cont Pnl. H

Bg.

day night



Dialog:

SFX: * SF SHH *

Action: - PB STANDS & TRIES TO BLOCK
- IK WARMS UP ICE POWER

- IK ICE BLASTS PB

DEC 02 2015

Timing:

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Production:

1034/242

ADVENTURE TIME

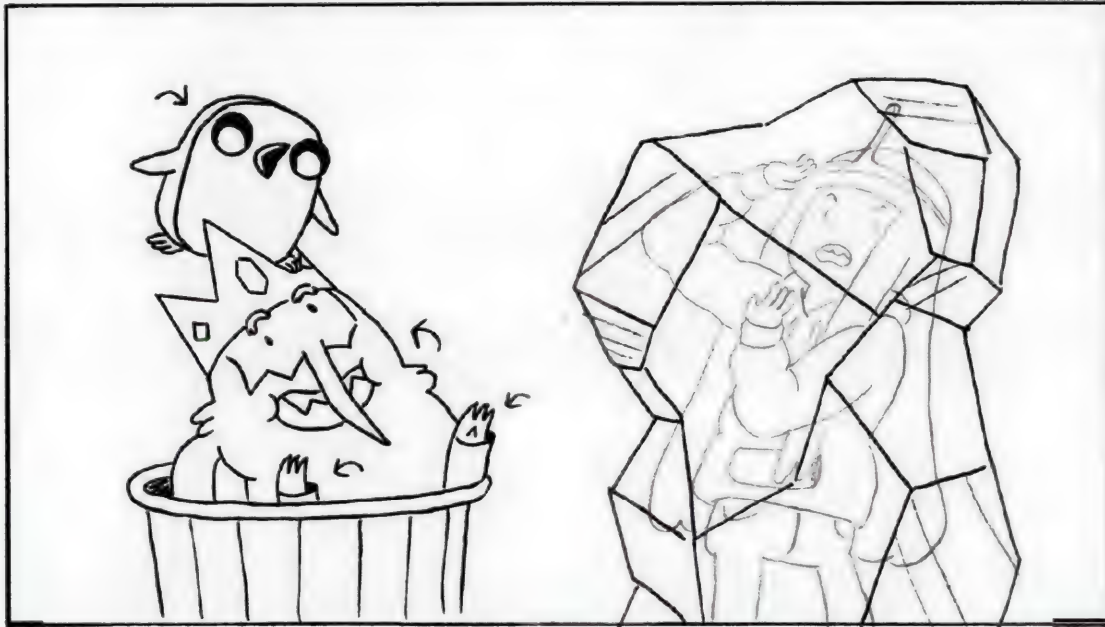


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Sc. 80 cont Pnl. I

Bg.

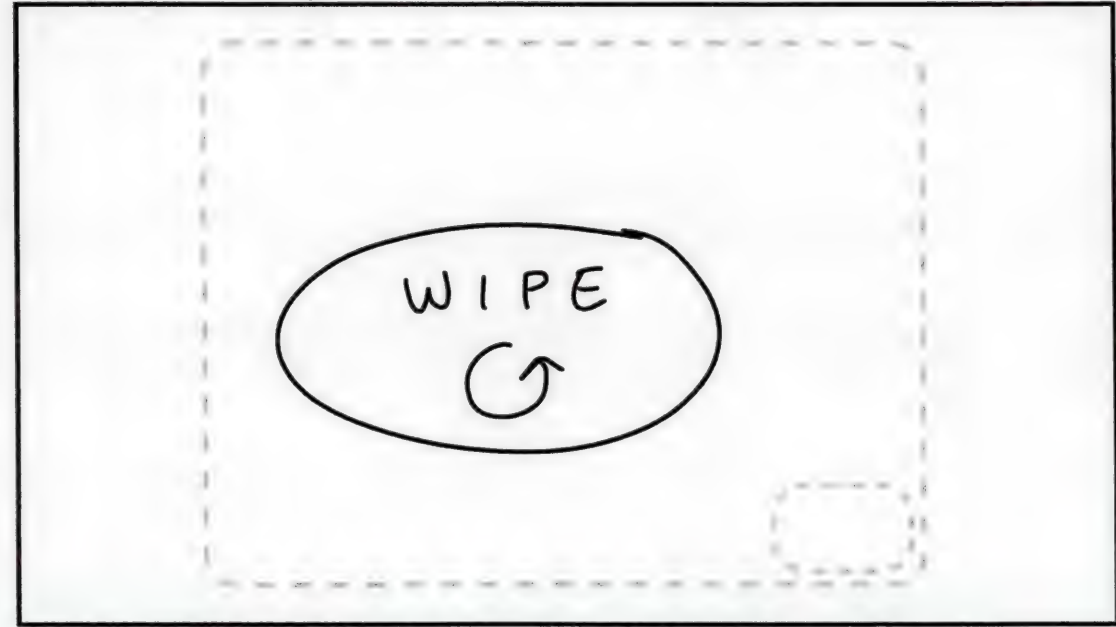
day night



Sc. 80 cont Pnl.

Bg.

day night



Dialog:

Action: - IK & GUNTER LOOK AT EACH OTHER
- PB ENCASED IN ICE.

Timing:

DEC 02 2015

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Production:

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ADVENTURE TIME



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day night

Sc. 81

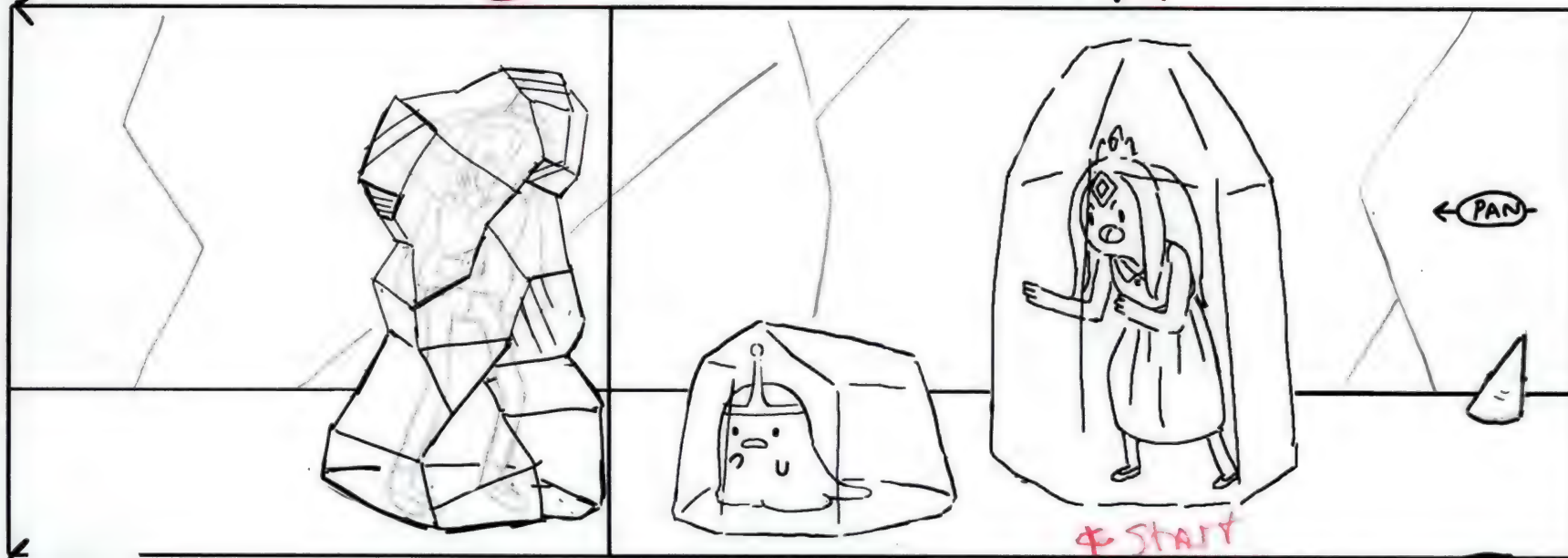
B

Bg.

A

Pnl.

Bg.



Dialog: P: Aw Nice work, hon.
(o/s)

Action: - PAN ACROSS FROZEN PRINCESSES.
←

Timing:

DEC 02 2015

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Production:

ADVENTURE TIME



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Sc. 82

Pnl. A

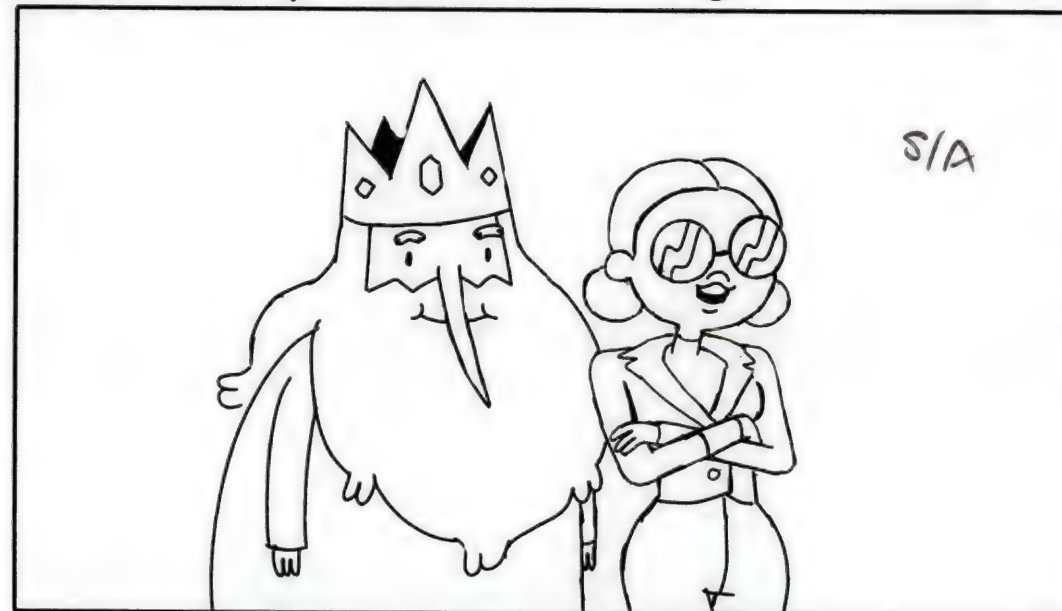
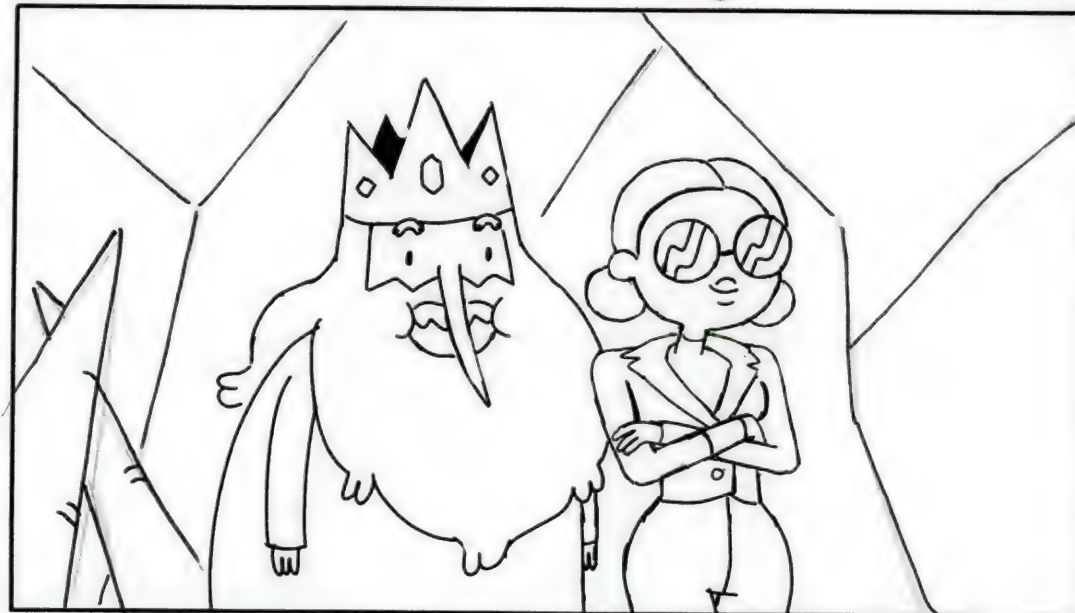
Bg.

day night

Sc. 82 cont Pnl. B

Bg.

day night



Dialog: IK: Thanks!

P: The pink one, how old is she?

Action:

Timing:

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EPISODE #

Production:

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ADVENTURE TIME



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Sc. 82 cont Pnl. C

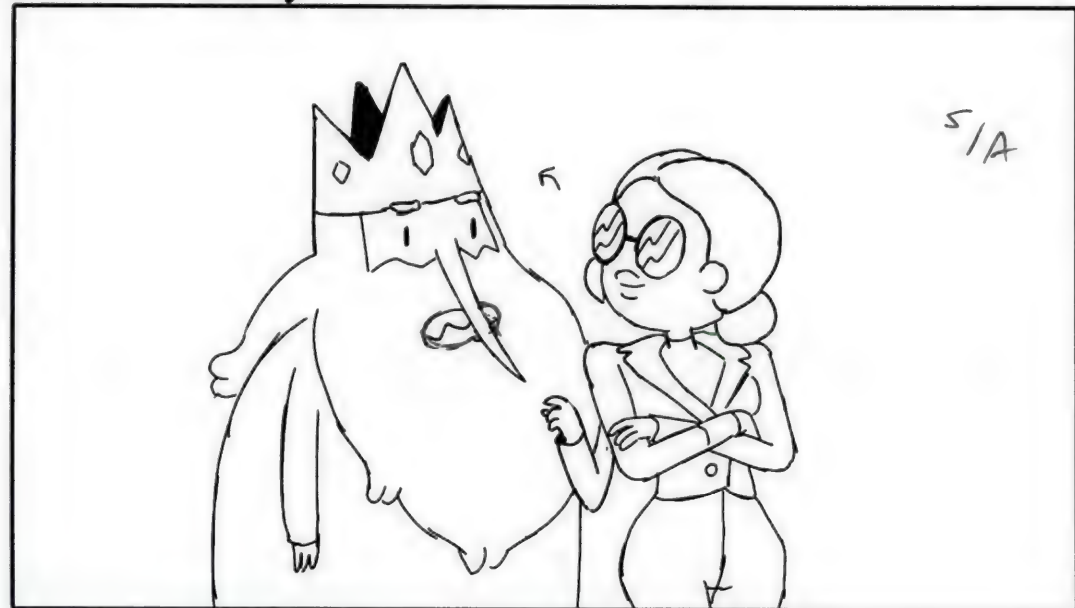
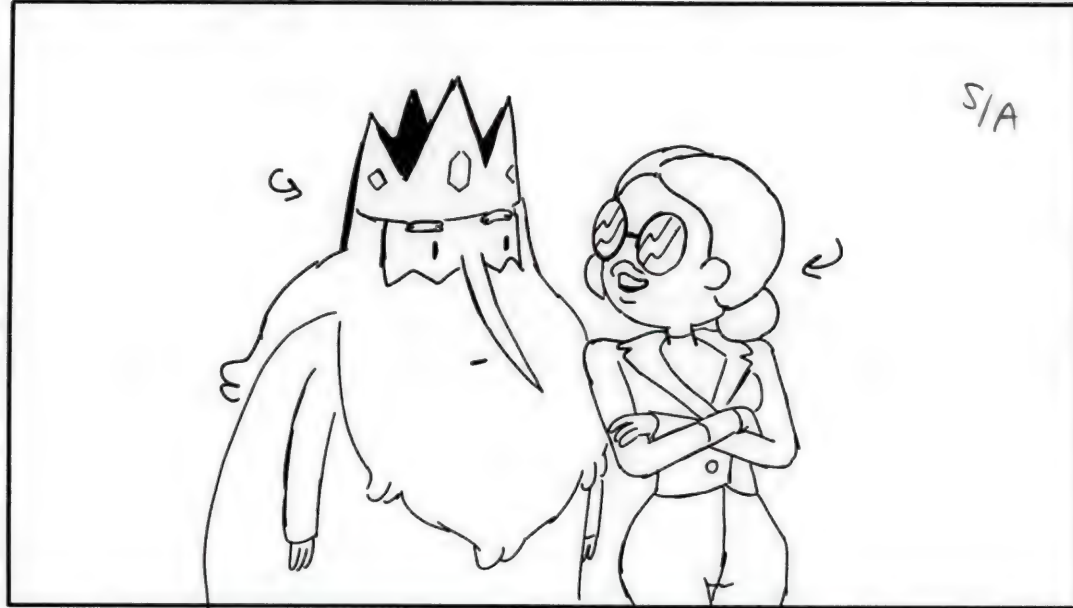
Bg.

day night

Sc. 82 cont Pnl. D

Bg.

day night



Dialog: P: Like 18? 19?

Ik: Uh... yeah... sort of...

Action:

DEC 02 2015

Timing:

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Production:

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ADVENTURE TIME

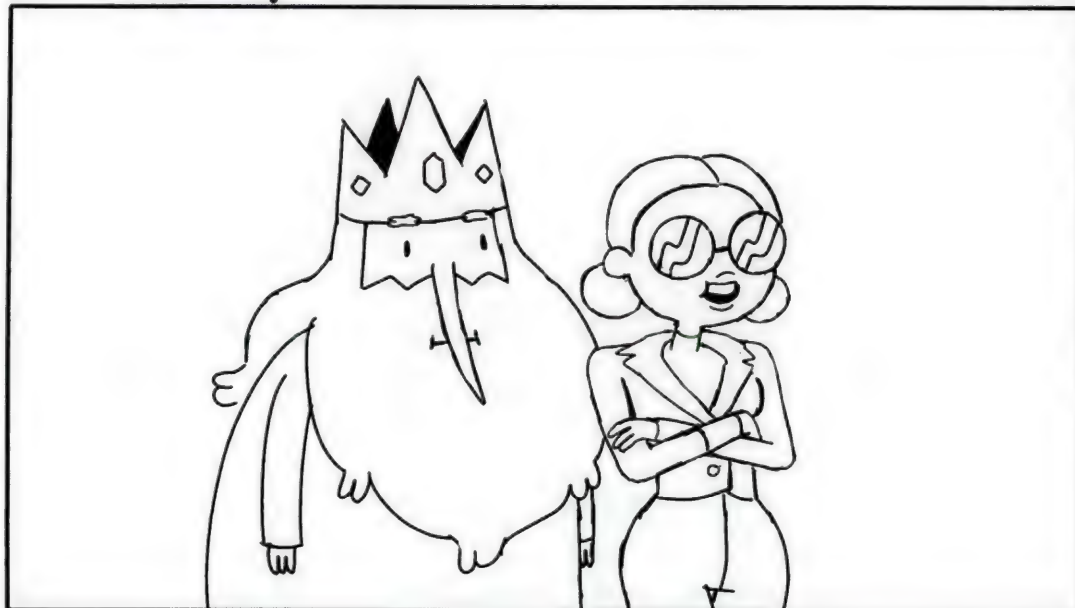


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Sc. 82 cont Pnl. E

Bg.

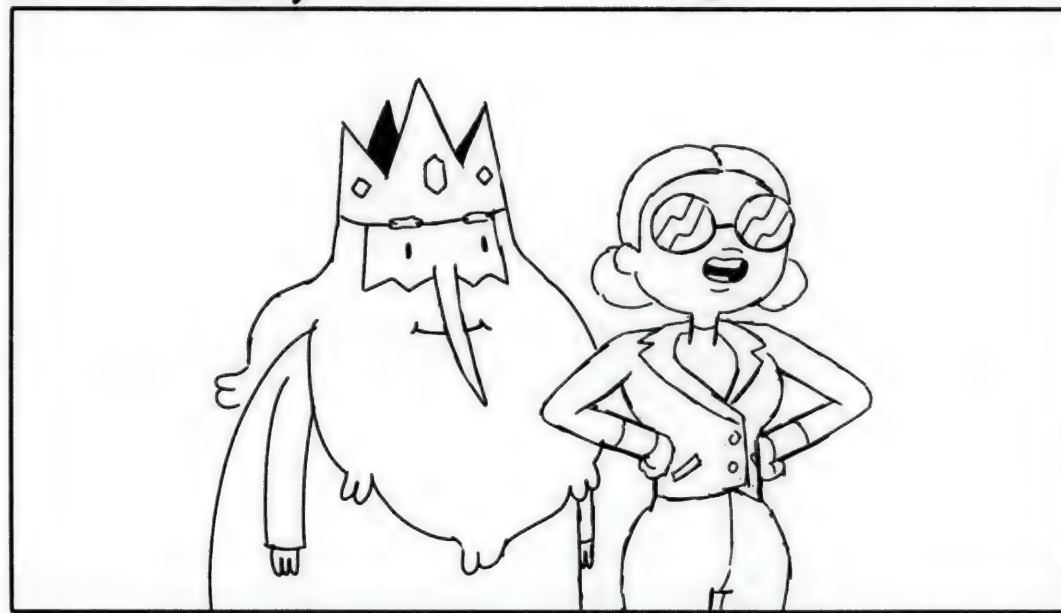
day night



Sc. 82 cont Pnl. F

Bg.

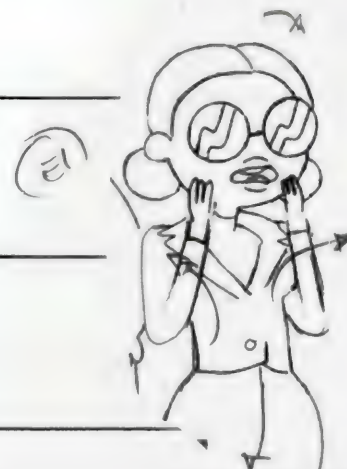
day night



Dialog: P: heh, I remember being 18. I'm 28. Lech. P: Okay, I wanna talk to 'em.

Action:

Timing:



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ADVENTURE TIME



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Sc. 82 cont Pnl. G

Bg.

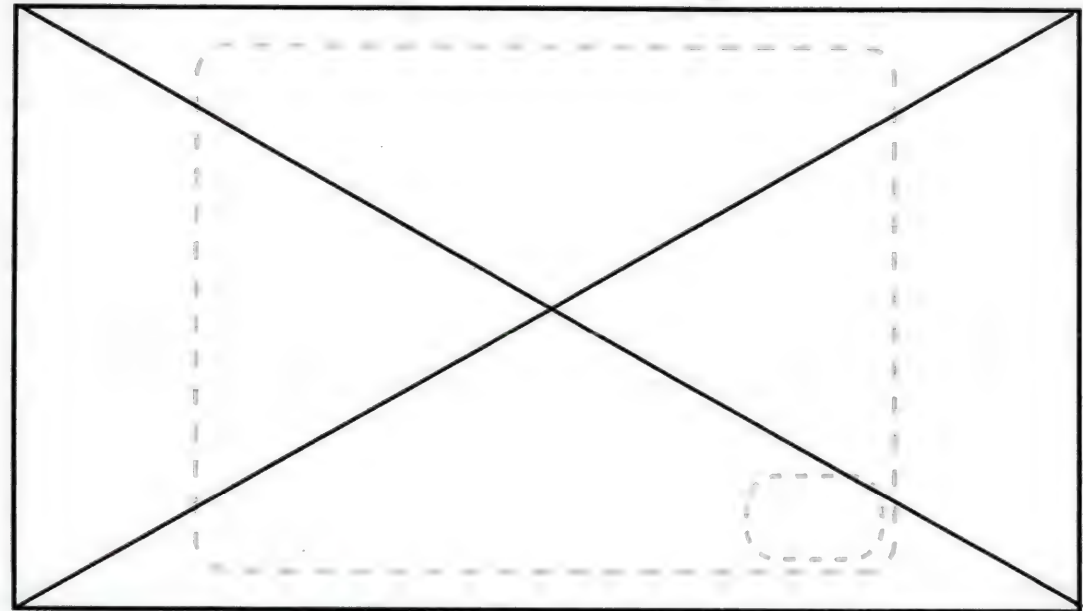
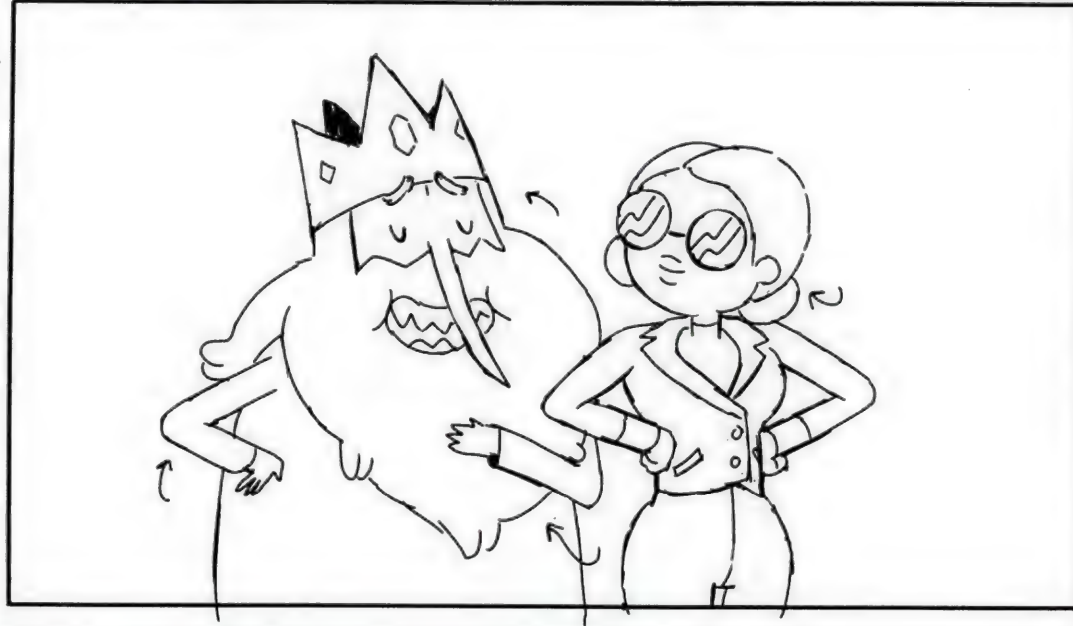
day night

Sc.

Pnl.

Bg.

day night



Dialog: Ik: Allowww me!

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242

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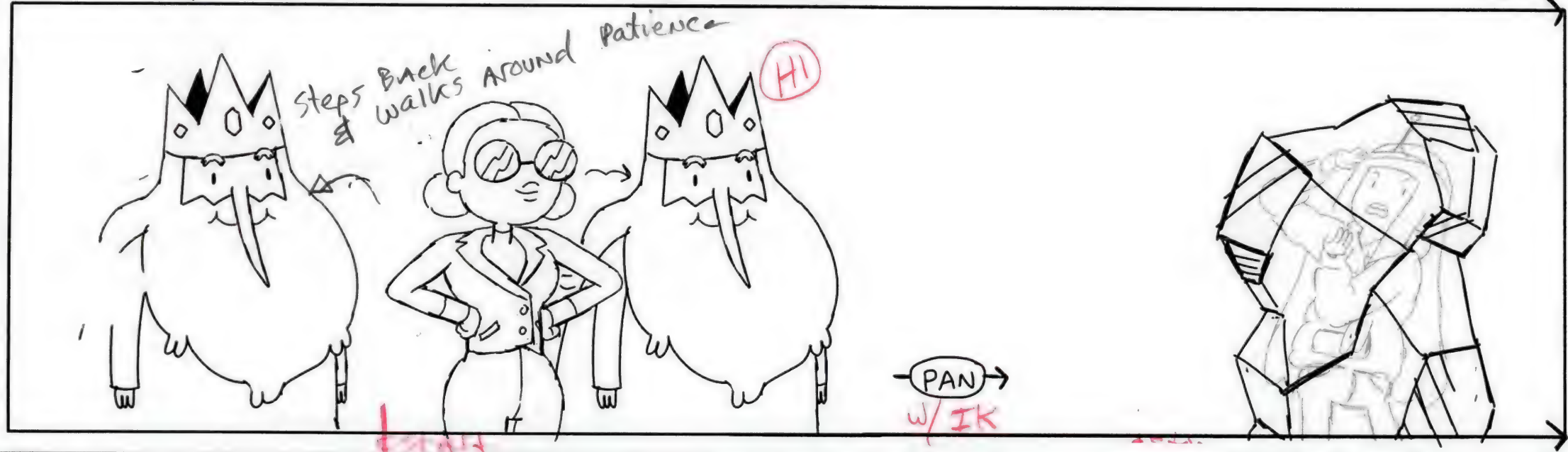
ADVENTURE TIME



Page **154**

Sc. **82 CONT** Pnl. **H**

day night



Dialog:	
Action:	<p><u>CAM ADJ</u> →</p> <p>- IK WALKS OVER TO PB'S ice block - camera follows IK</p>
Timing:	

DEC 02 2010

EPISODE # 1034-242

Production:

1034/242

1034/242

ADVENTURE TIME

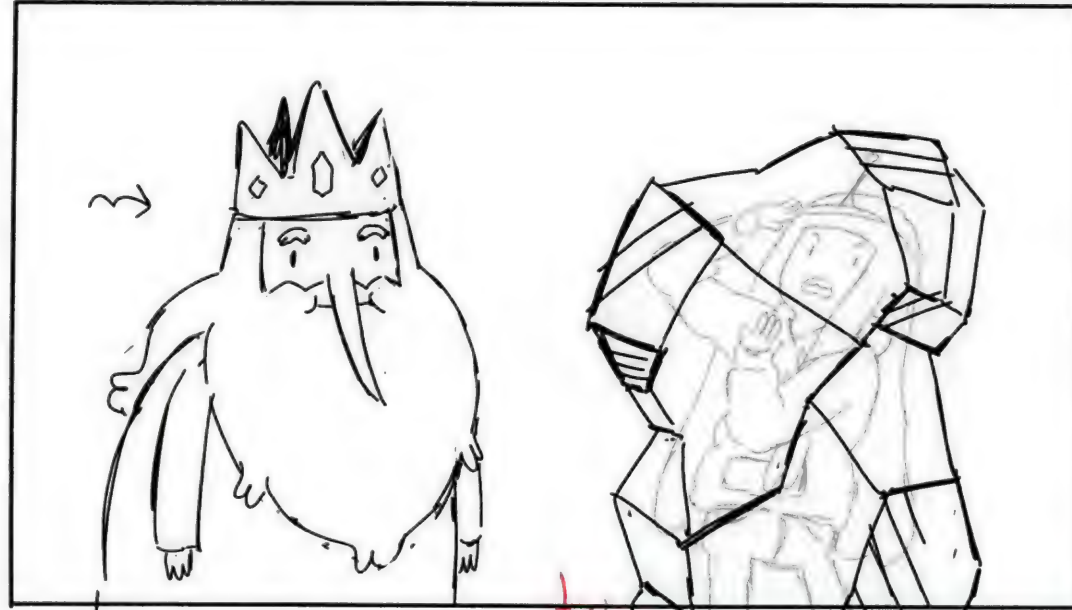


Page **155**

Sc. **82 cont** Pnl. **I**

Bg.

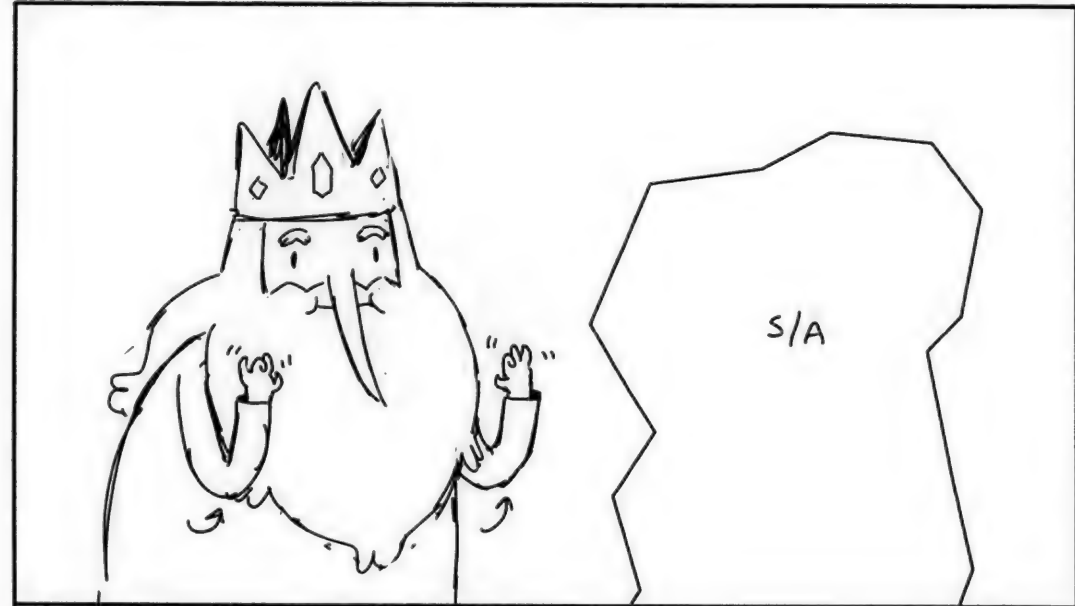
day night



Sc. **82 cont** Pnl. **J**

Bg.

day night



Dialog:

Action:

- END PAN
- IK WALKS OVER TO FROZEN PB

- IK WIGGLES HIS FINGERS
TO STRETCH 'EM OUT

Timing:

- FINGER WIGGLE CYCLE

DEC 02 2015



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EPISODE #

1034/242

Production:

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1034/242

ADVENTURE TIME



Page **156**

Sc. **82 CONT** Pnl. **K**

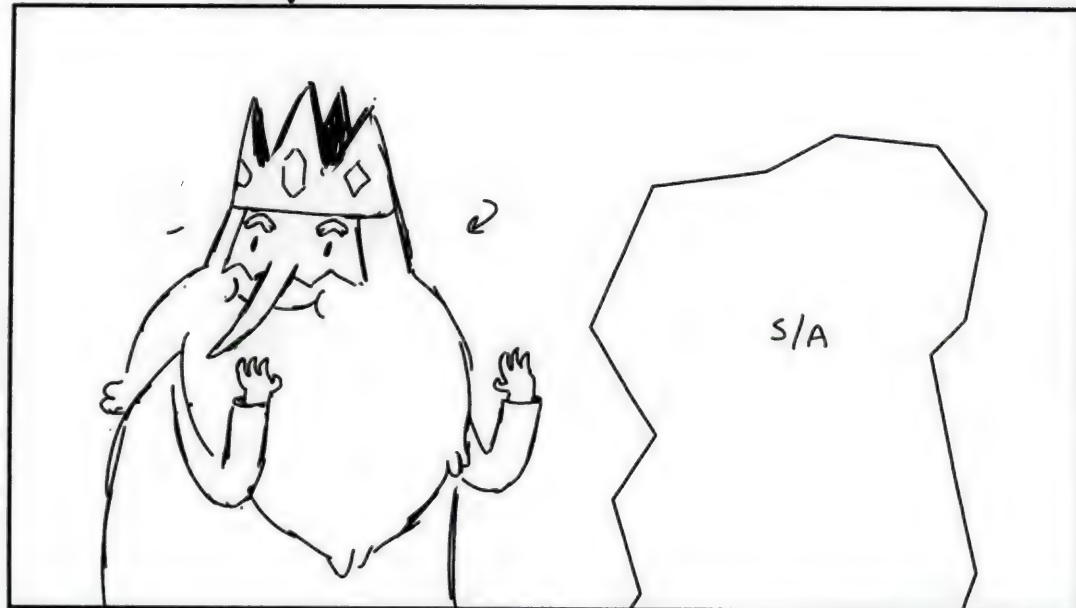
Bg.

day night

Sc. **82 CONT** Pnl. **L**

Bg.

day night



Dialog:

Action:

- IK TURNS TO LOOK BACK ATP.
- WAGGLES EYE BROWS

Timing:



SFX: ** VMMMM **

- IK STARTS UP ICE MAGIC

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EPISODE # 1034-242

Production:

1034/242

1034/242

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ADVENTURE TIME

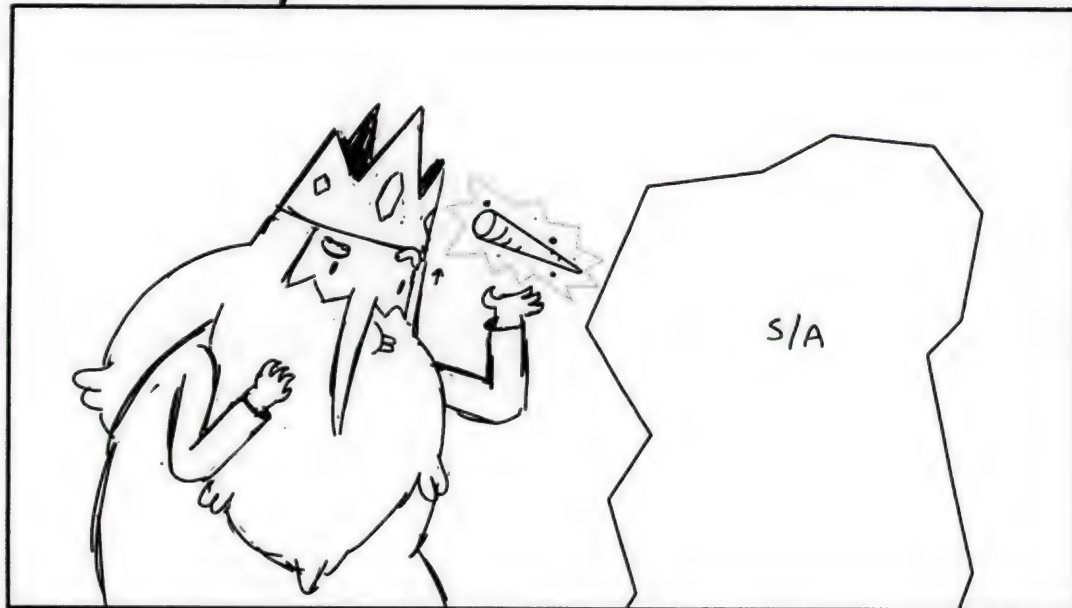


Page 157

Sc. 82 CONT Pnl. M

Bg.

day night



Sc. 82 CONT Pnl. N

Bg.

day night



Dialog:

SFX:
* SHNK *

Action:

- IK MAKES AN ICICLE CHISEL

- IK GRABS CHISEL

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

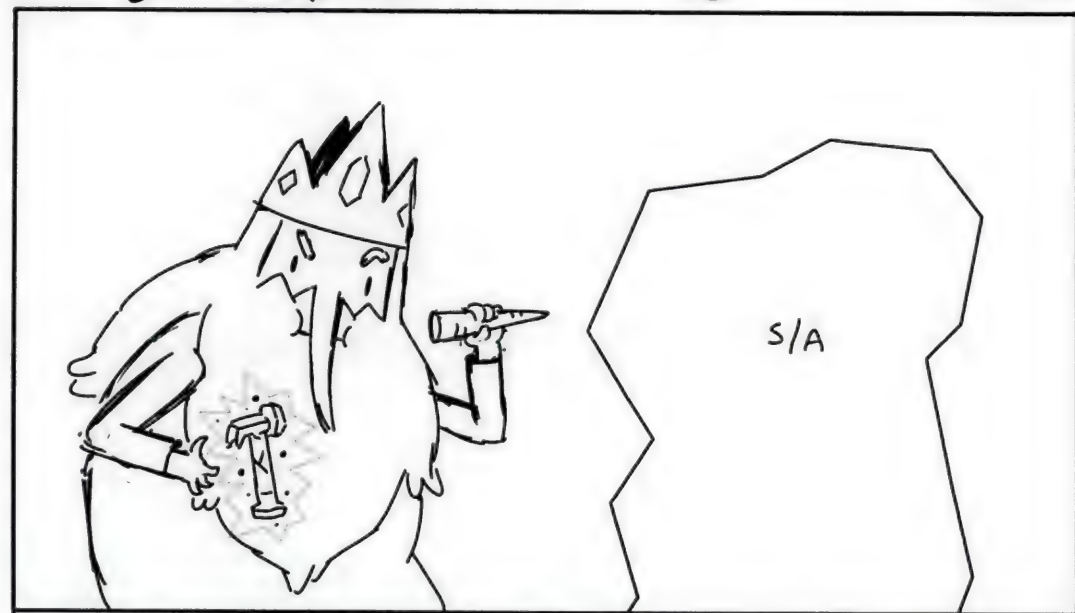
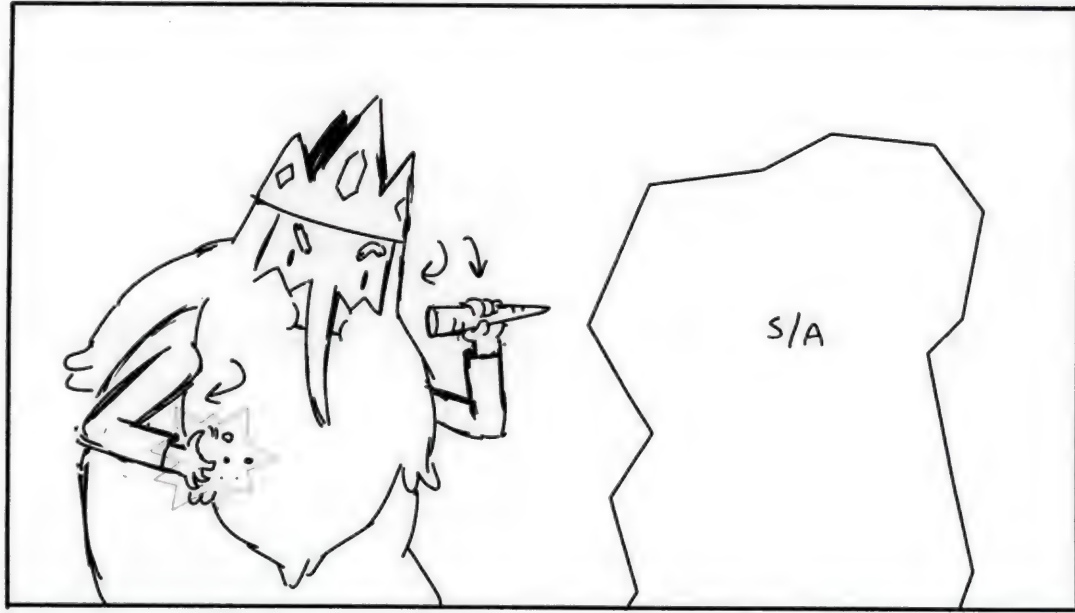
ADVENTURE TIME



Page 158

Sc. 82 cont Pnl. 0 Bg. day night

Sc. 82 cont Pnl. P Bg. day night



Dialog:	
<p>SFX: A SHNK A</p>	
Action:	- IK WARMS UP MAGIC
	- MAKES AN ICE HAMMER
DEC 02 2015	
Timing:	

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242

1034/242

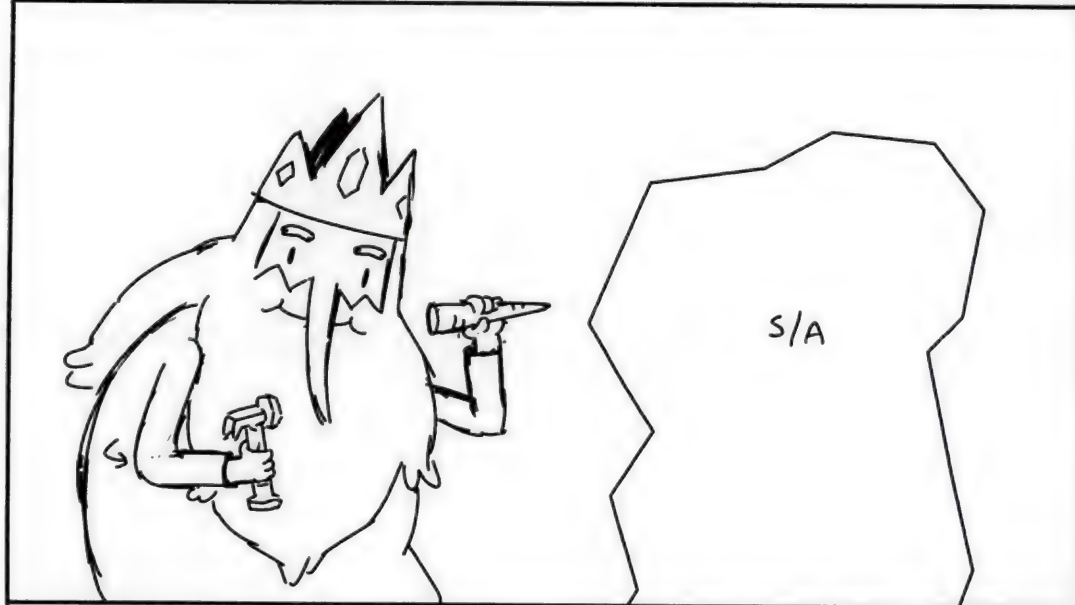
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ADVENTURE TIME

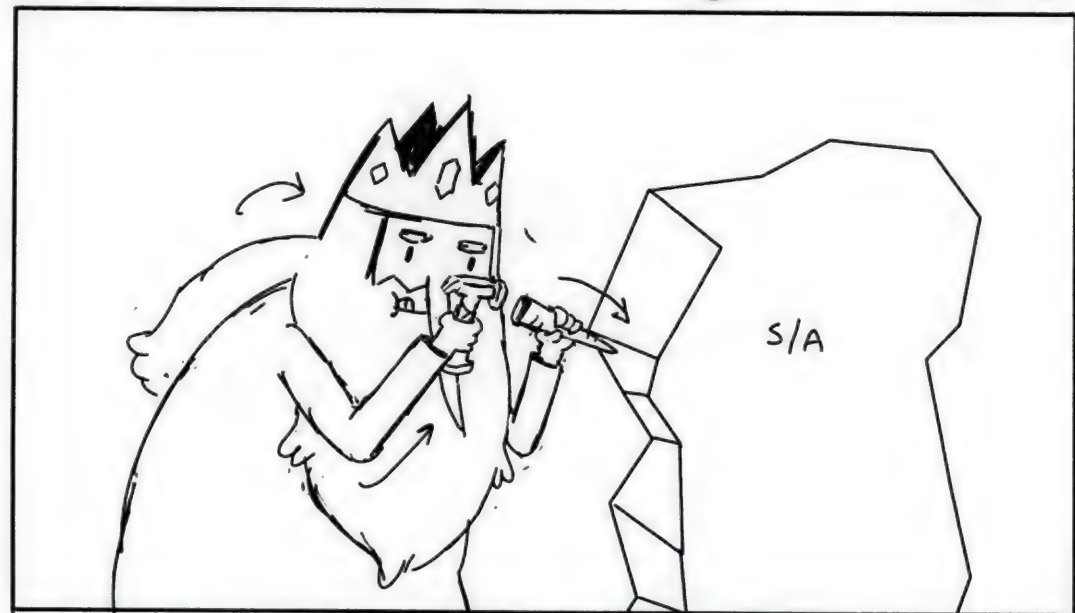


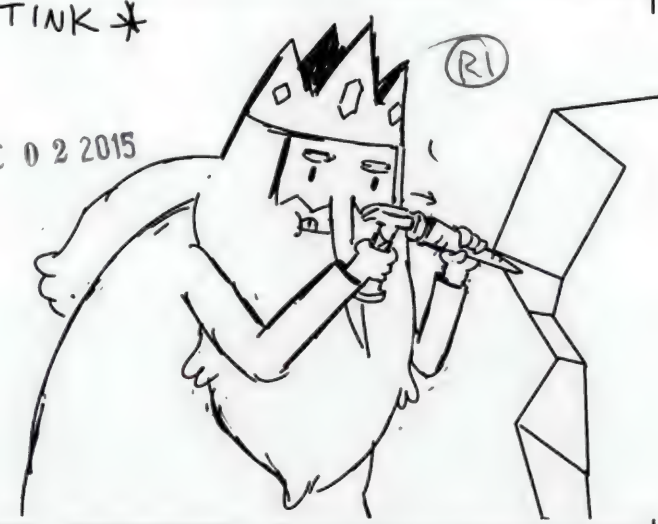
Page 159

Sc. 82 CONT Pnl. Q Bg. day night



Sc. 82 CONT Pnl. R Bg. day night



Dialog:		SFX: *TINK TINK... TINK*
Action: - IK GRABS HAMMER	- IK STARTS TAPPING CAREFULLY AT PB'S ICE BLOCK W/HAMMER + CHISEL	
Timing:	- TAP CYCLE	

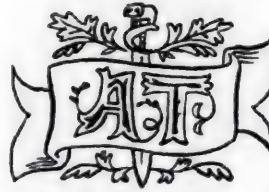
EPISODE # 1034-242

1034/242

Production:

1034/242

ADVENTURE TIME

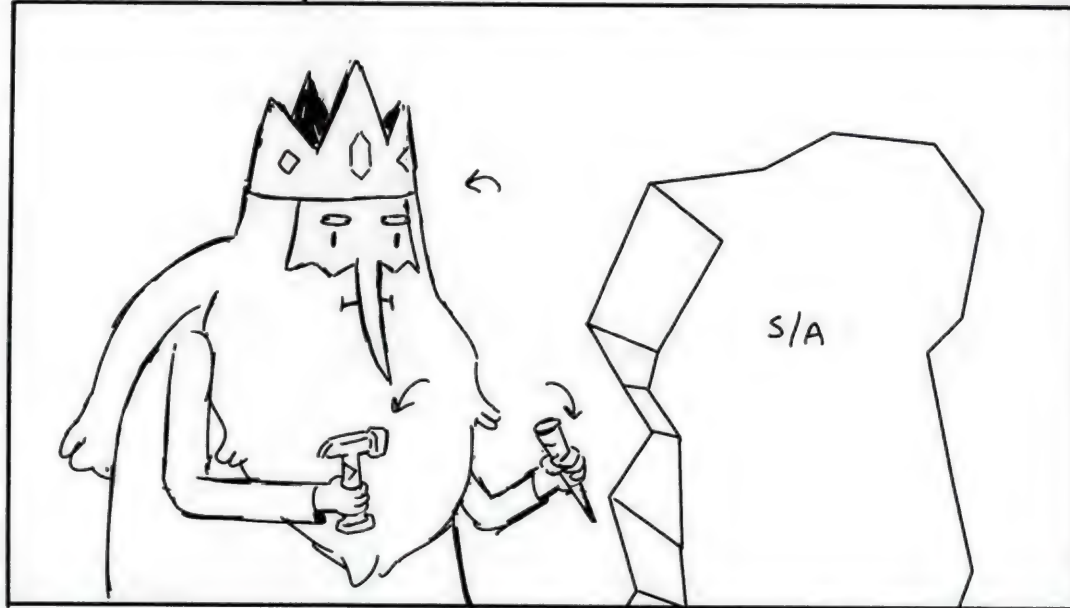


Page 160

Sc. 82 CONT Pnl. S

Bg.

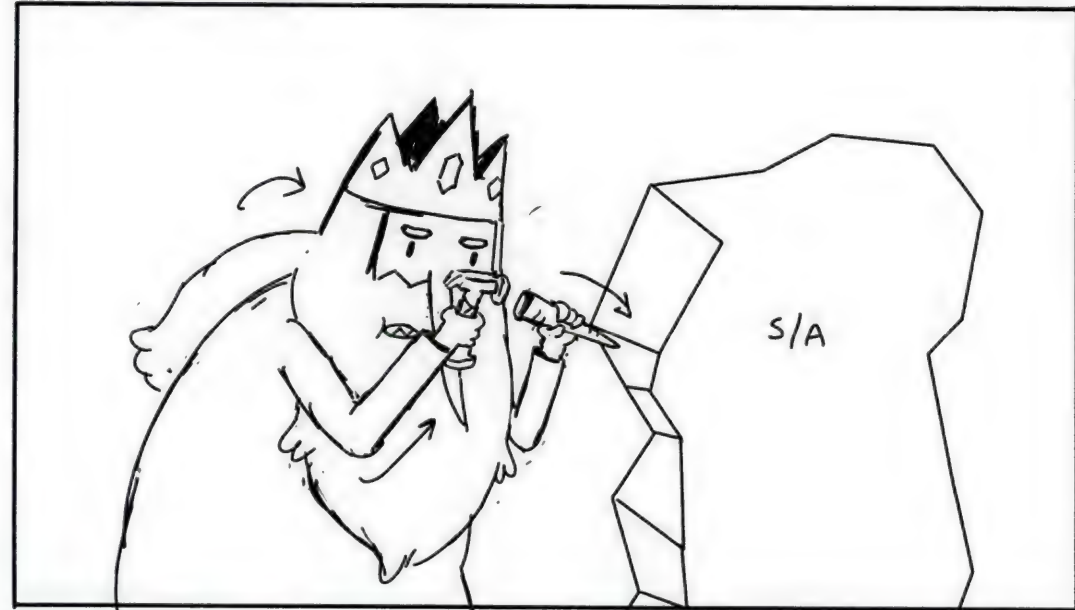
day night



Sc. 82 CONT Pnl. T

Bg.

day night



Dialog: IK: Hmm...

SFX: *TINK TINK*

Action:

- IK TAPS AT ICE
BLOCK
DEC 02 2015

Timing:

- TAP CYCLE
()



EPISODE # 1034-242

Production:

1034/242

1034/242



ADVENTURE TIME



Sc. 82 cont Pnl. U

Bg.

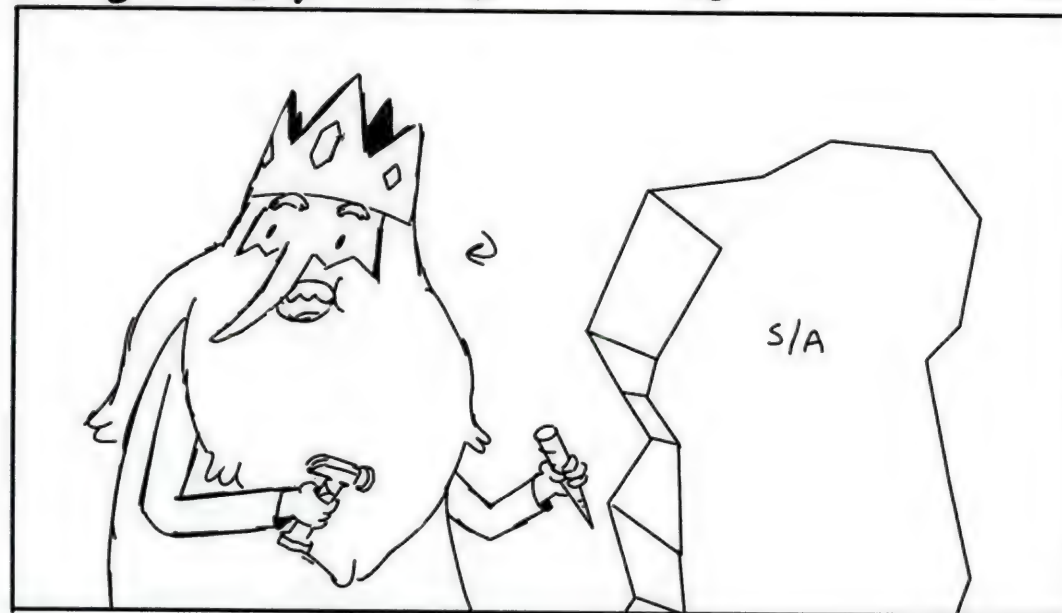
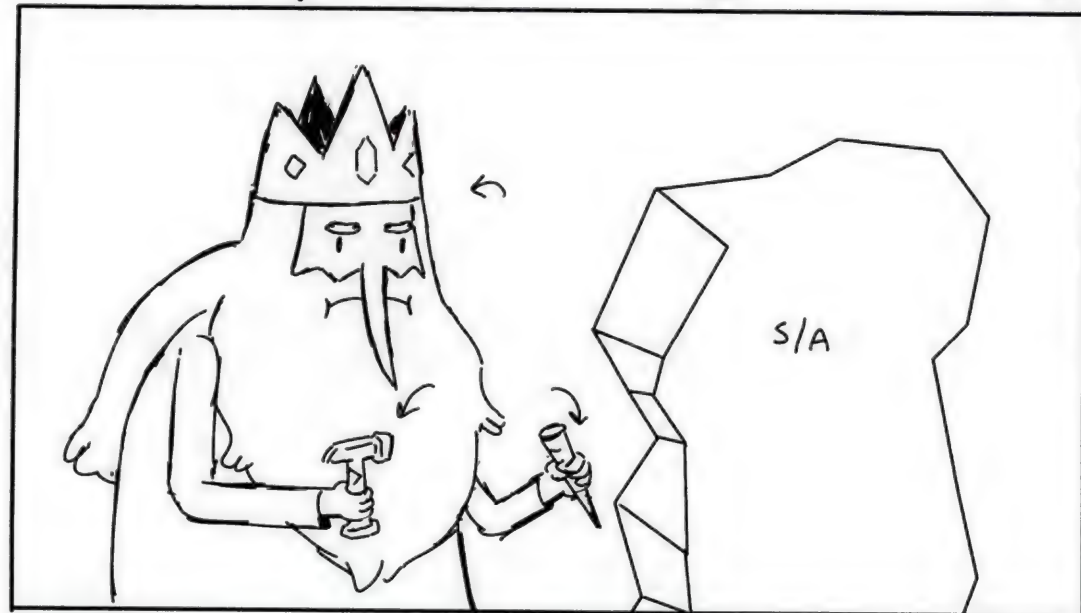
day night

Sc. 82 cont Pnl. V

Bg.

day night

Page 161



Dialog: IK: Hmm.

IK: Gotta be careful

Action:

- IK TURNS TO P.

Timing:

DEC 02 2015

1034-242

EPISODE #

1034/242

Production:

1034/242

ADVENTURE TIME



Page 162

Sc. 82 CONT Pnl. W

Bg.

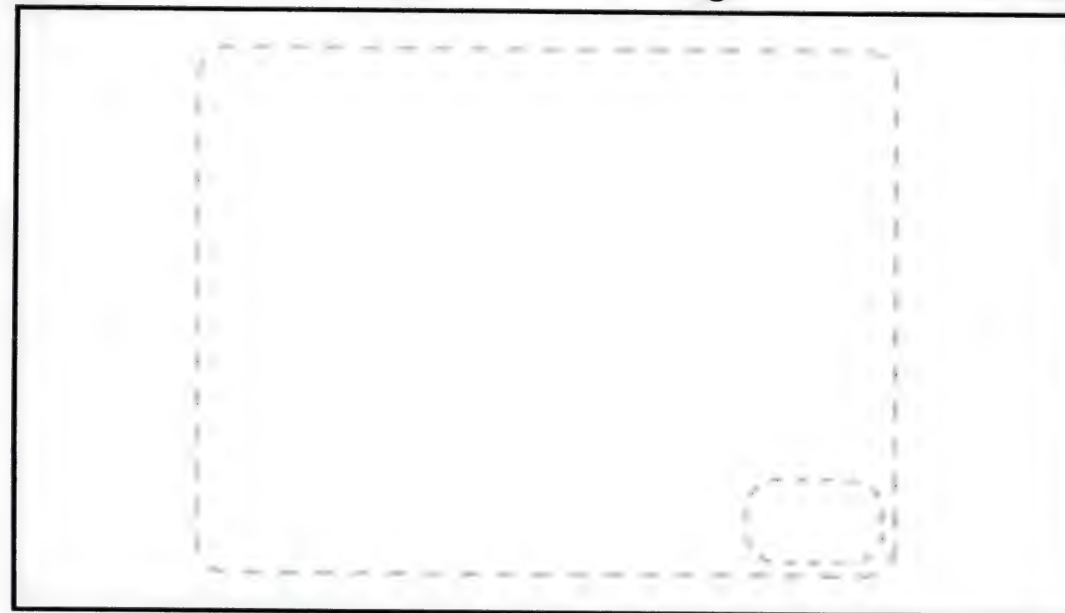
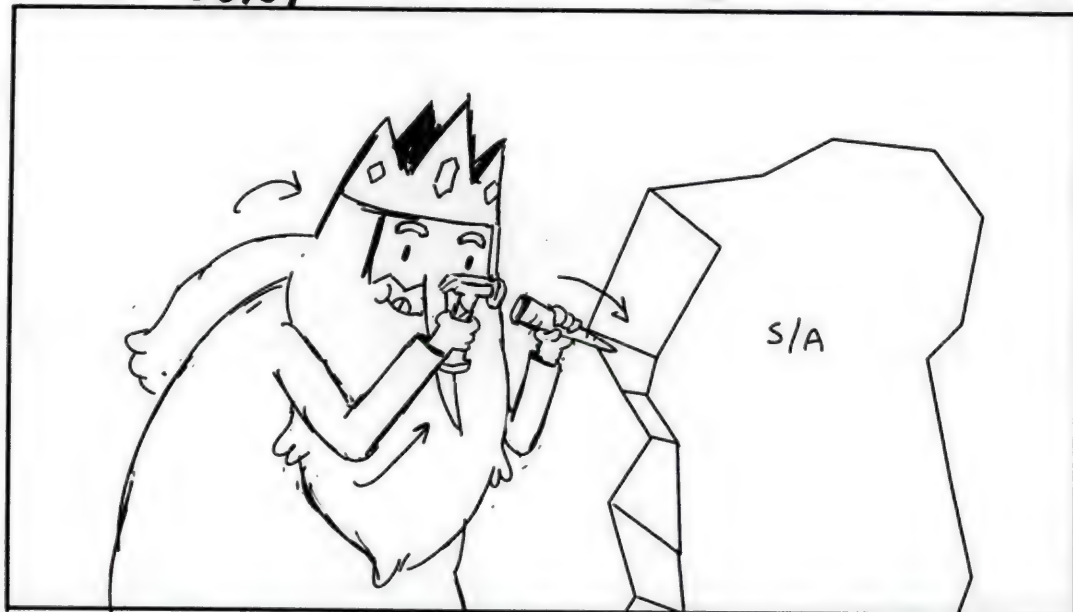
day night

Sc.

Pnl.

Bg.

day night



Dialog: SFX: *TINK TINK*

Action: - IK TAPS AT ICE
BLOCK VERY
GINGERLY.

Timing: - TAP CYCLE



DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242

ADVENTURE TIME



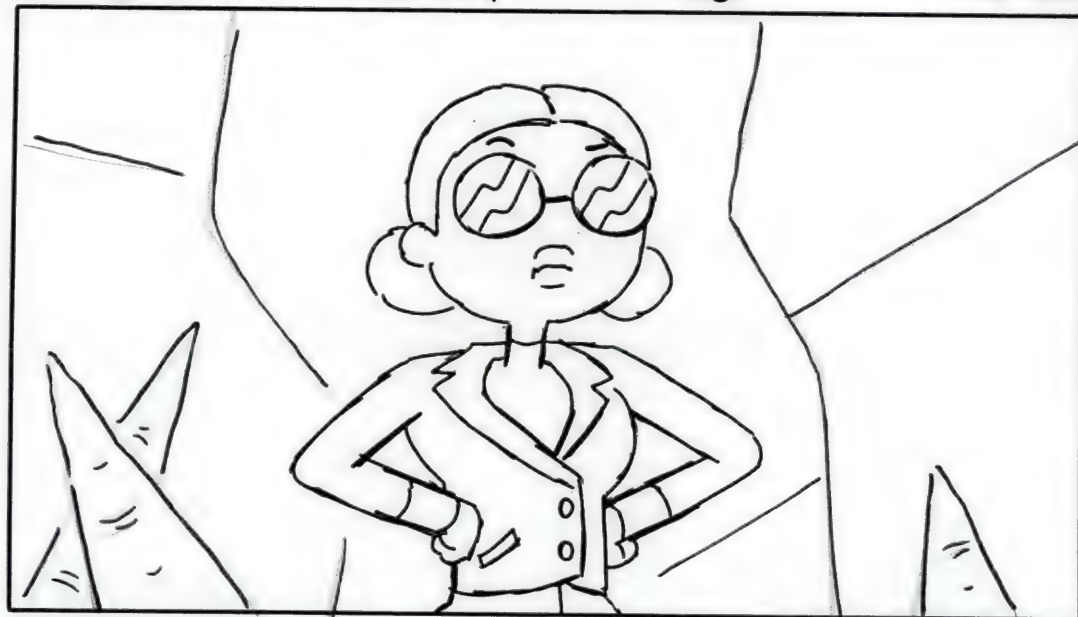
Page 163

Sc. 83

Pnl. A

Bg.

day night

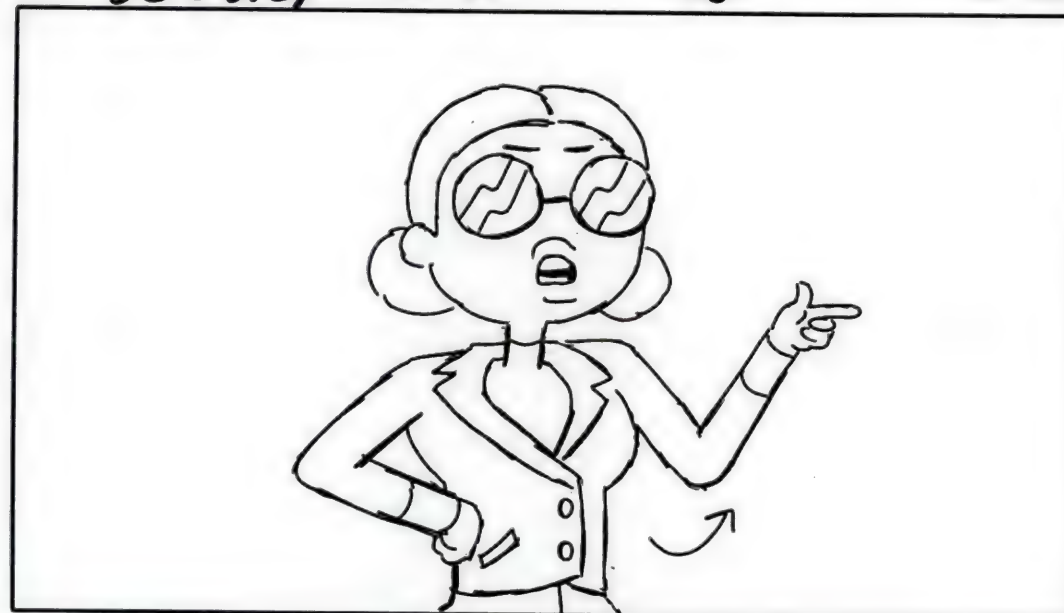


Sc. 83 cont

Pnl. B

Bg.

day night



Dialog:

SFX: * TINK - TINK - TINK *

P: All right, outta the way, Bernini.

Action:

DEC 02 2015

Timing:

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Production:

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1034/242

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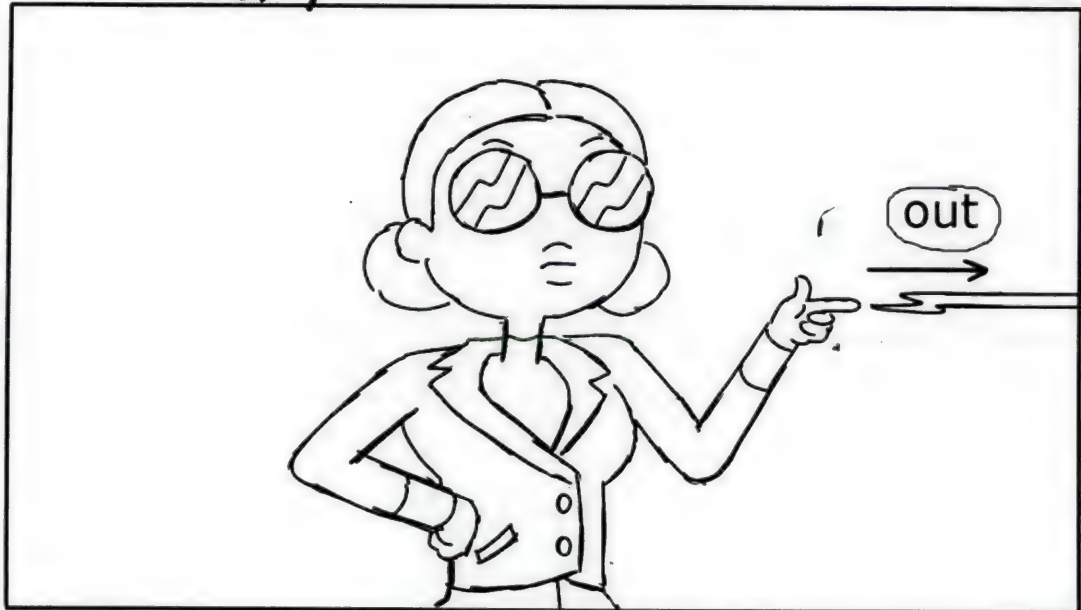


Page 164

Sc. 83 const Pnl. C

Bg.

day night

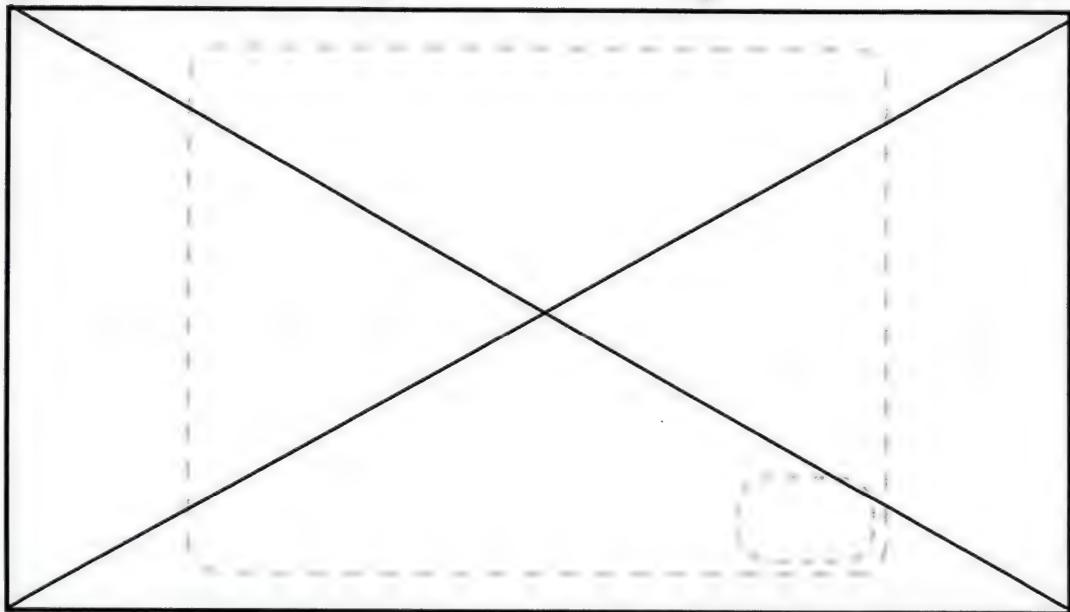


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

<ice zap>

Timing:



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EPISODE #

1034-242

Production:

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ADVENTURE TIME



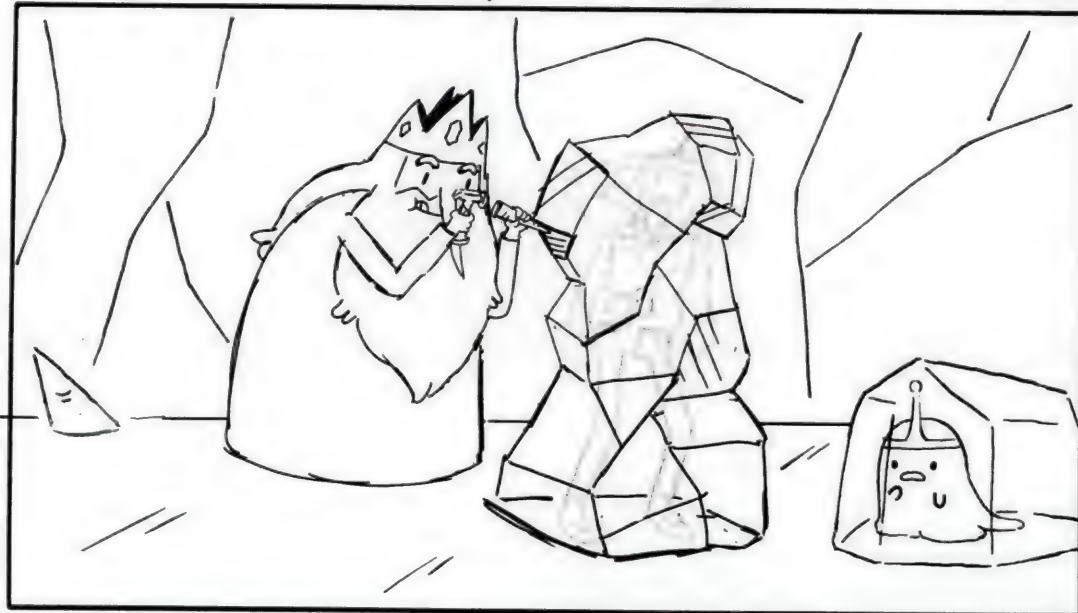
Page 165

Sc. 84

Pnl. A

Bg.

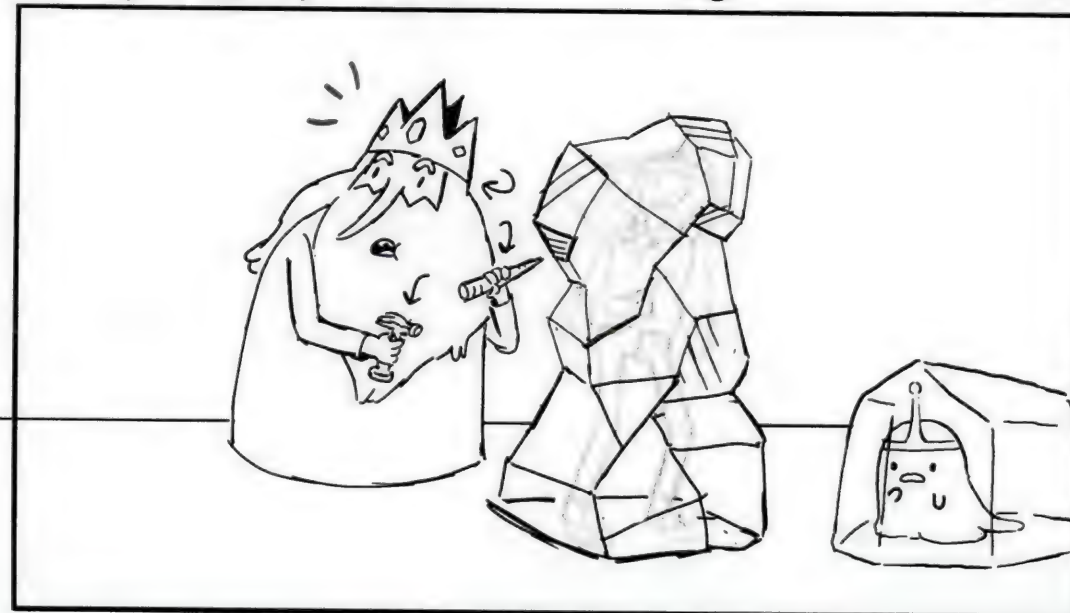
day night



Sc. 84 cont Pnl. B

Bg.

day night



Dialog:

Action:

(SP)

-IK LOOKS BACK AT PATIENCE

DEC 02 2015

Timing:

EPISODE #

1034-242

1034/242

Production:

1034/242

ADVENTURE TIME

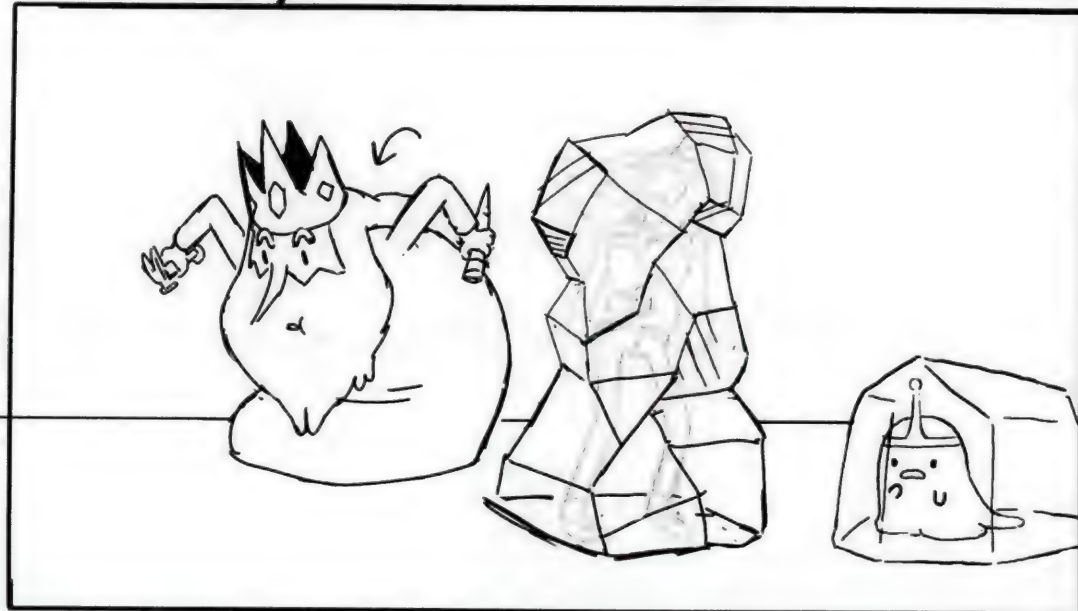


Page 166

Sc. 84 cont Pnl. C

Bg.

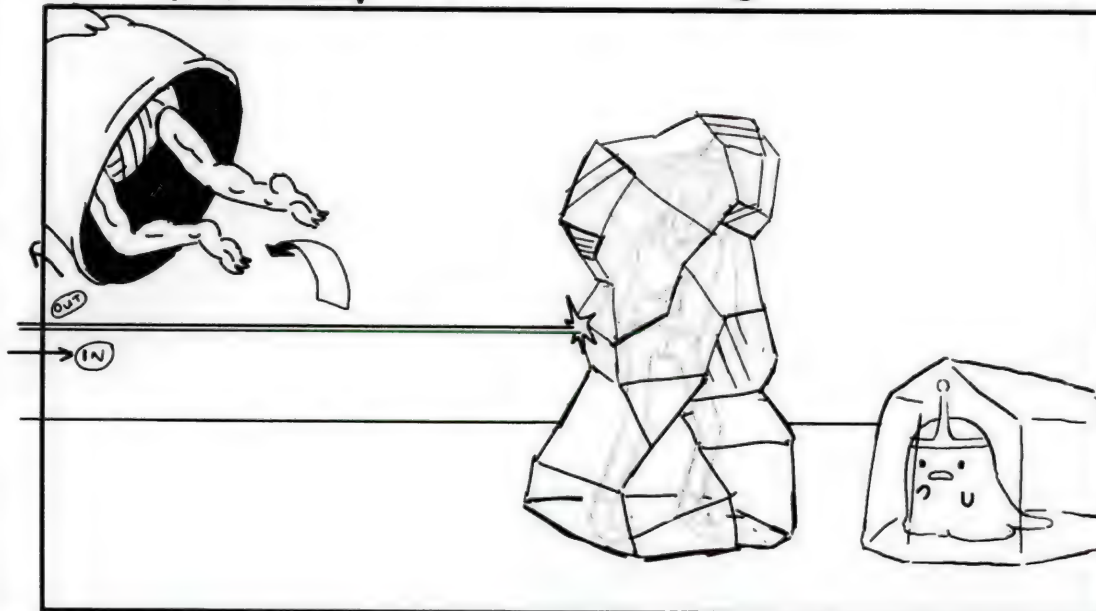
day night



Sc. 84 cont Pnl. D

Bg.

day night



Dialog:

SFX: <bzzzzzz>

Action:

ANTIC

- IK LEAPS OUT AS P'S ICE ZAP COMES IN

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

ADVENTURE TIME



Page 167

Sc. 84 cont Pnl. E

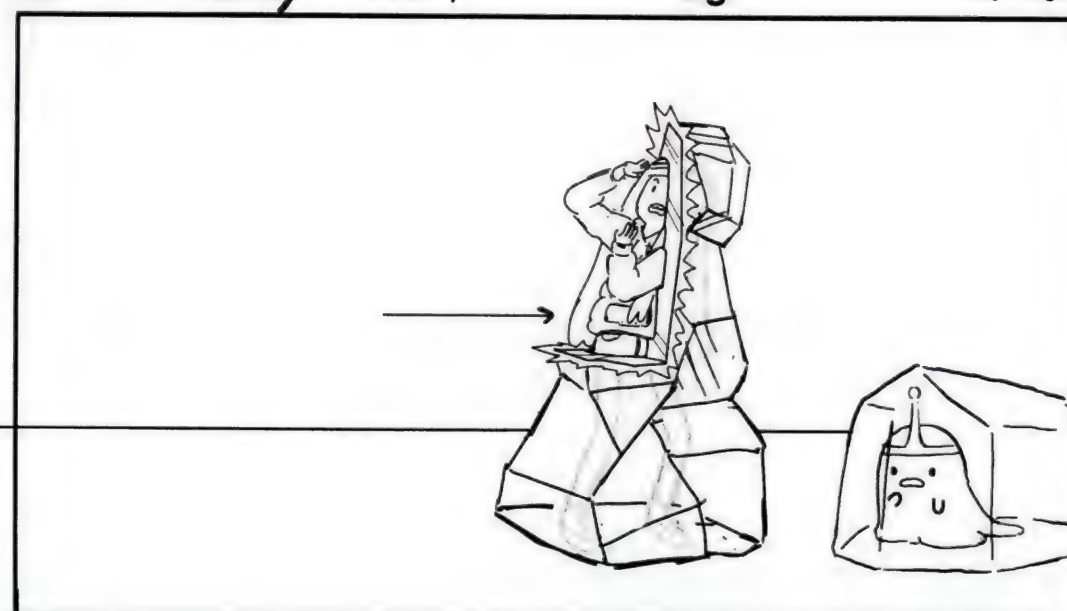
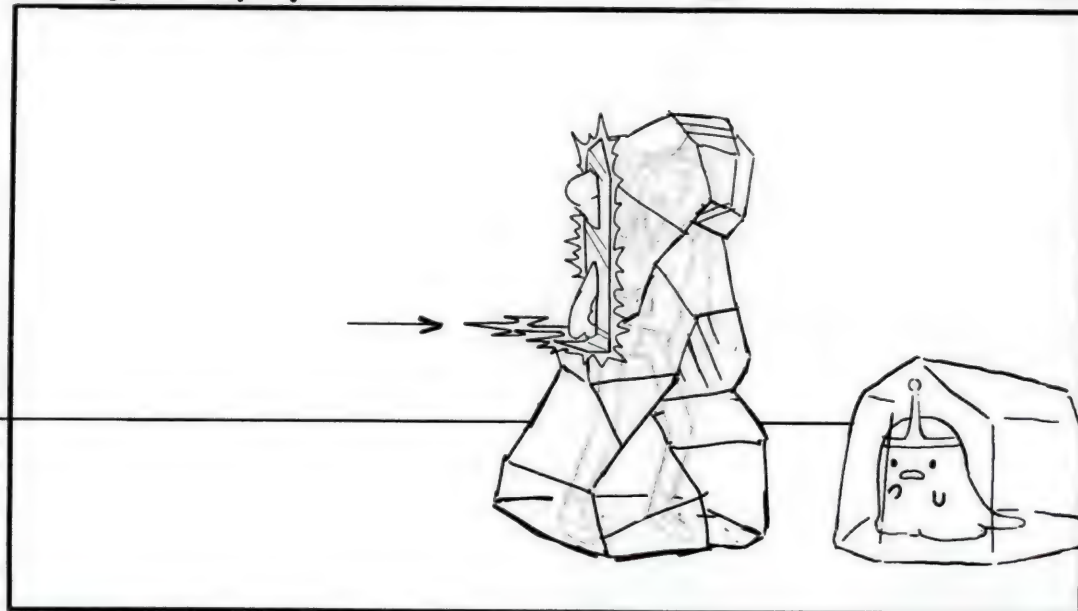
Bg.

day night

Sc. 84 cont Pnl. F

Bg.

day night



Dialog:

Sfx: < bzzzzzz >

Action:

ICE RETRACTS IN AN
ELEGANT WAY.

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

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1034/242

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ADVENTURE TIME



Page 168

Sc. 84 cont Pnl. G

Bg.

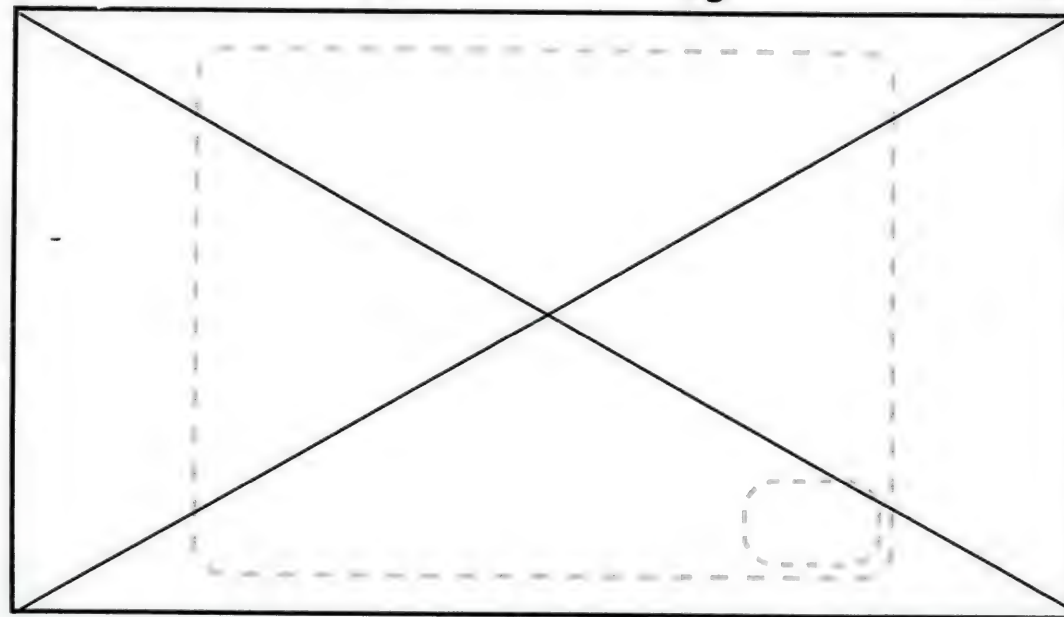
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SFX: <bzzzzzz>

Action:

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

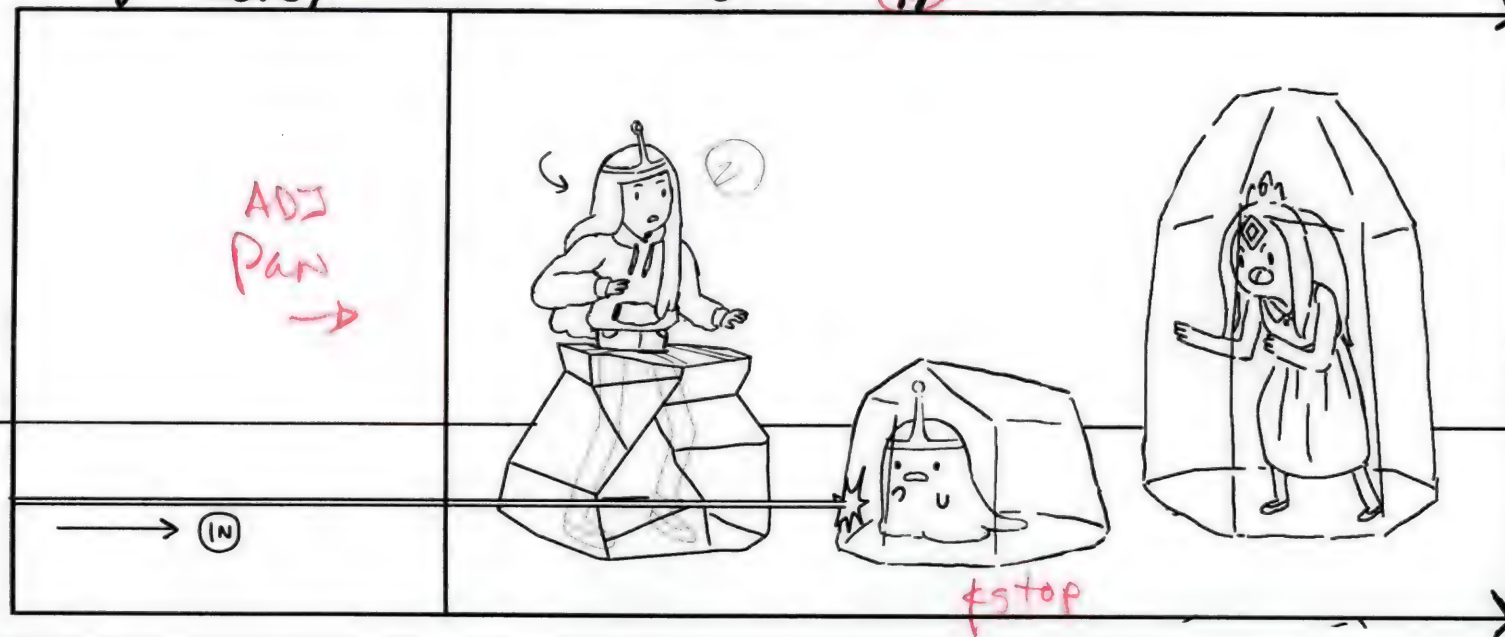
ADVENTURE TIME



Page 169
day night

Sc. 84 CONT

Bg. H day night



Dialog:

SFX: <bzzzzzz>

Action:

- CAM ADJ →

- P. ICE ZAPS SLIME PRINCESS

DEC 02 2010

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

ADVENTURE TIME

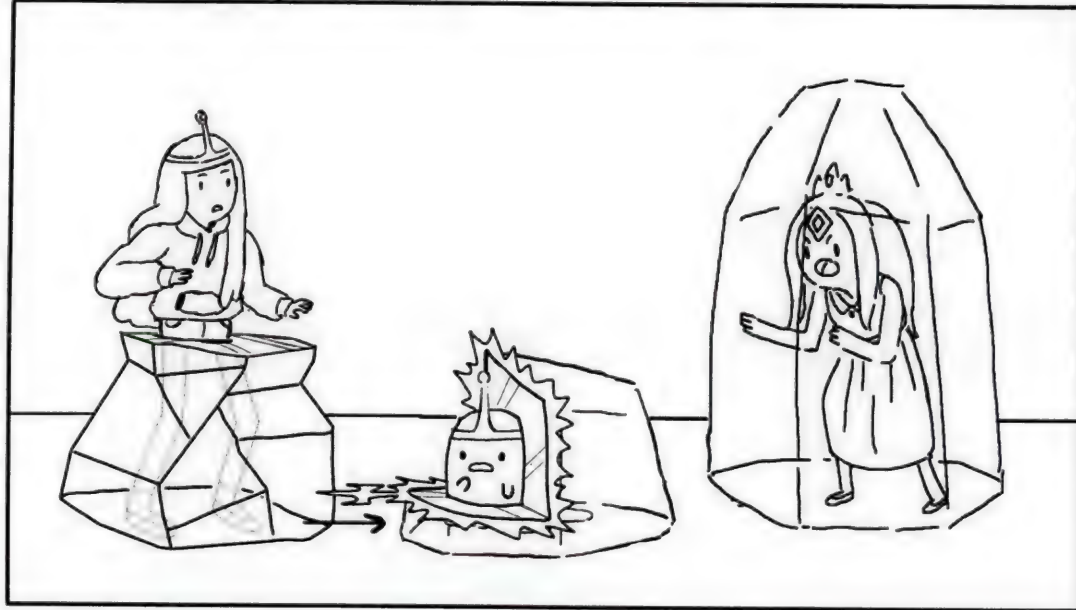


Page 170

Sc. 84 CONT Pnl. I

Bg.

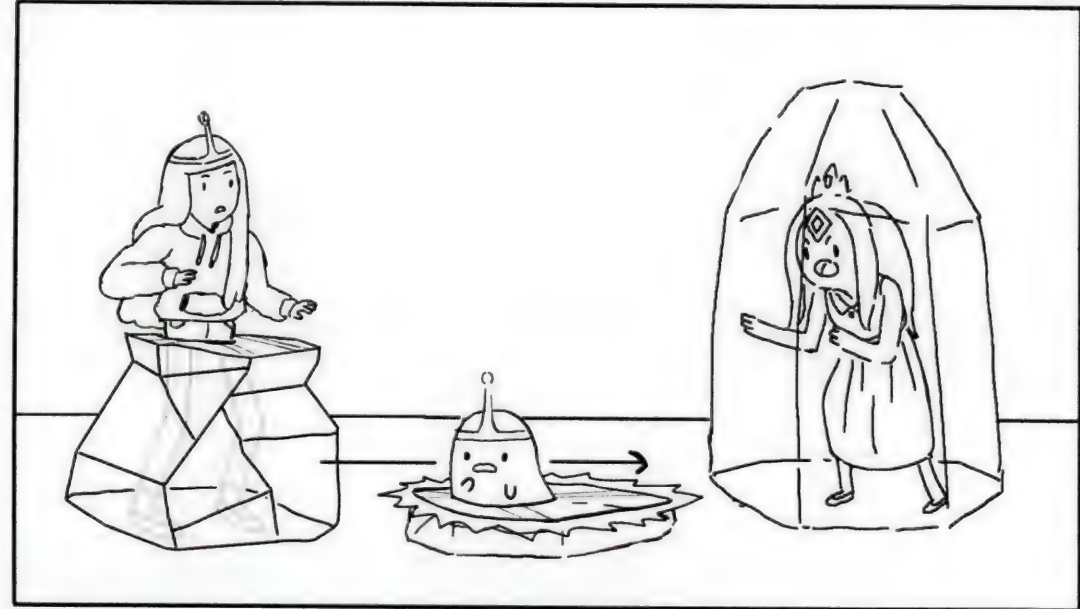
day night



Sc. 84 CONT Pnl. J

Bg.

day night



Dialog:

SFX: <bzzzzzz>

Action:

- melts off top half of SP's ice block

DEC 02 2015

Timing:

1034-242

EPISODE #

1034/242

Production:

1034/242

ADVENTURE TIME



Sc. 84 *CONT* Pnl. K

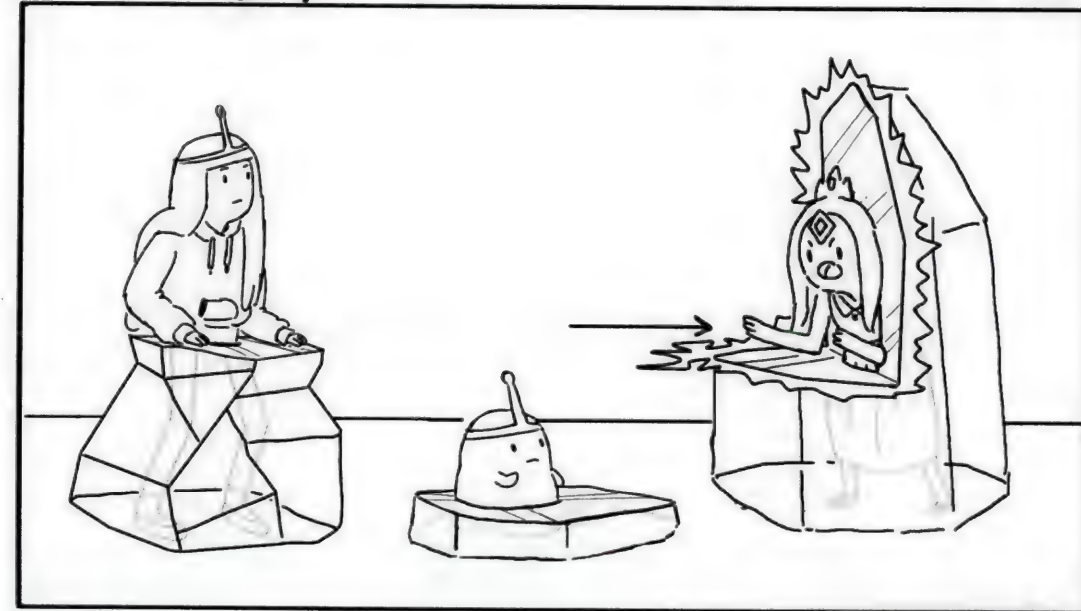
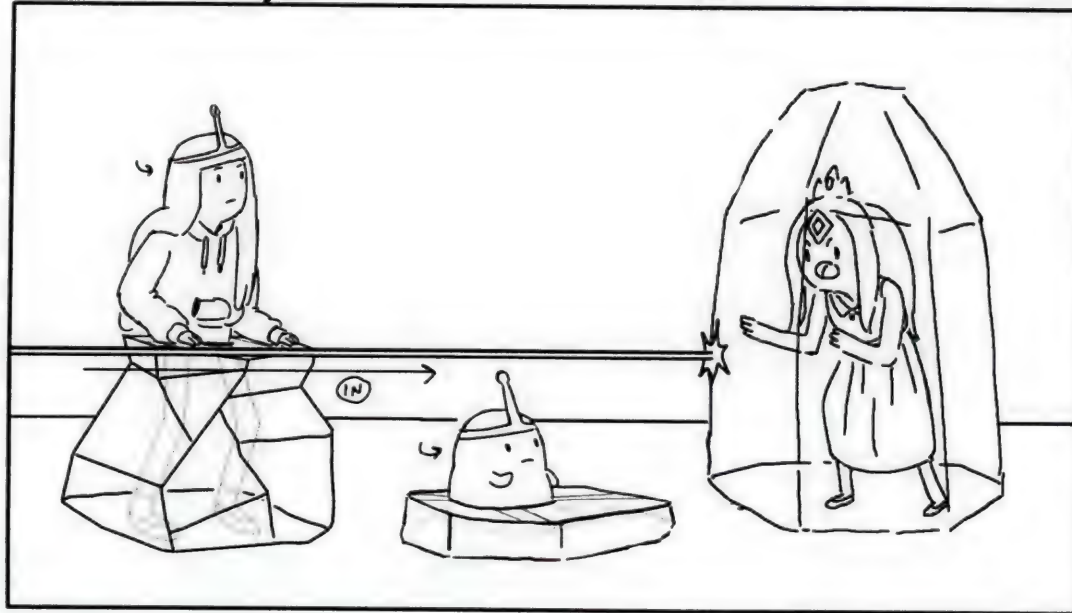
Bg.

day night

Sc. 84 *CONT* Pnl. L

Bg.

Page 171
No. 172
day night



Dialog:

SFX: <bzzzzzz>

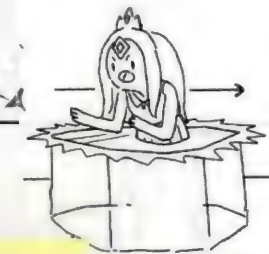
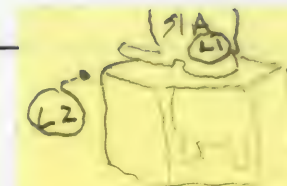
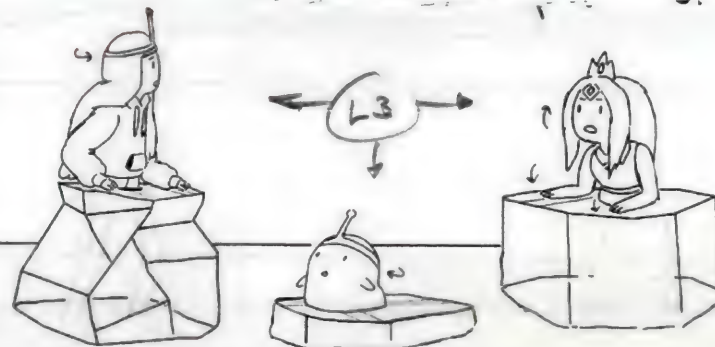
F. PRIN ICE MELTS

PB

ARE YOU GUY'S OK?

Action:

Timing:



EPISODE #

Production:

1034-242

1034/242

1034/242

1034/242

1034/242

ADVENTURE TIME



Sc. 85

Pnl. A

Bg.

day night



Sc. 85 CONT

Pnl. B

Bg.

Page

173

day night



Dialog:

FP: My powers

Action:

(CUT)

-FP LOOKS AT HANDS,

DEC 02 2015

Timing:

1034-242
EPISODE #

Production:

1034/242

1034/242

ADVENTURE TIME

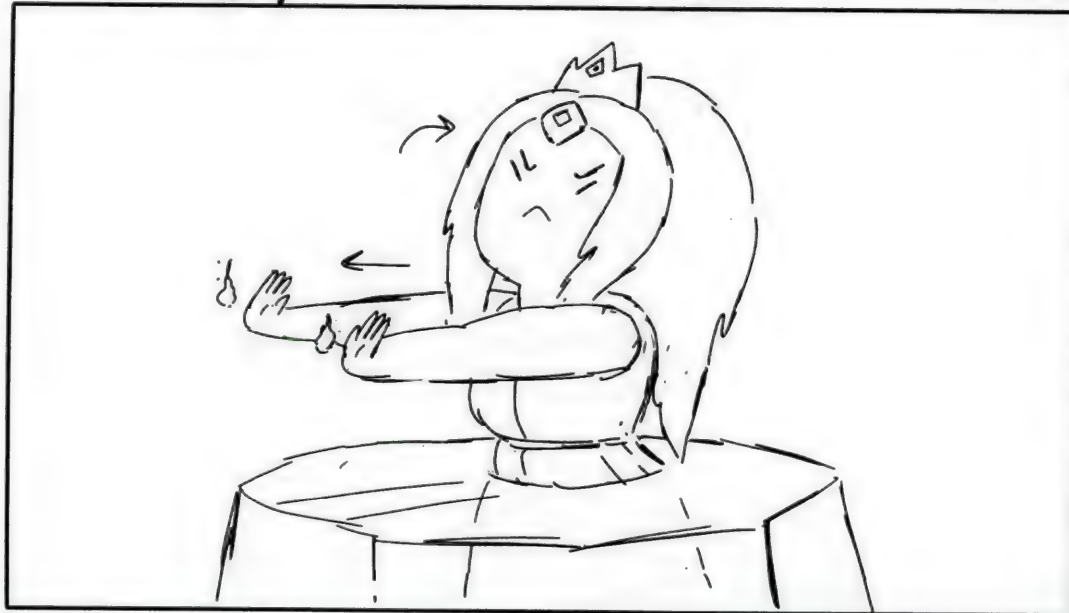


Page 174

Sc. 85 CONT Pnl. C

Bg.

day night



Sc. 85 CONT Pnl. D

Bg.

day night



Dialog:

FP: [SMALL STRAIN]

SFX:

* TSSS *

FP: I need to lie down.

Action:

- FP strains to use powers
- produces two tiny steam puffs

-

FLAMES fizzle out

Timing:

DEC 02 2015



EPISODE # 1034-242

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ADVENTURE TIME



Page 175

Sc. 85 *cont*

Pnl. E

Bg.

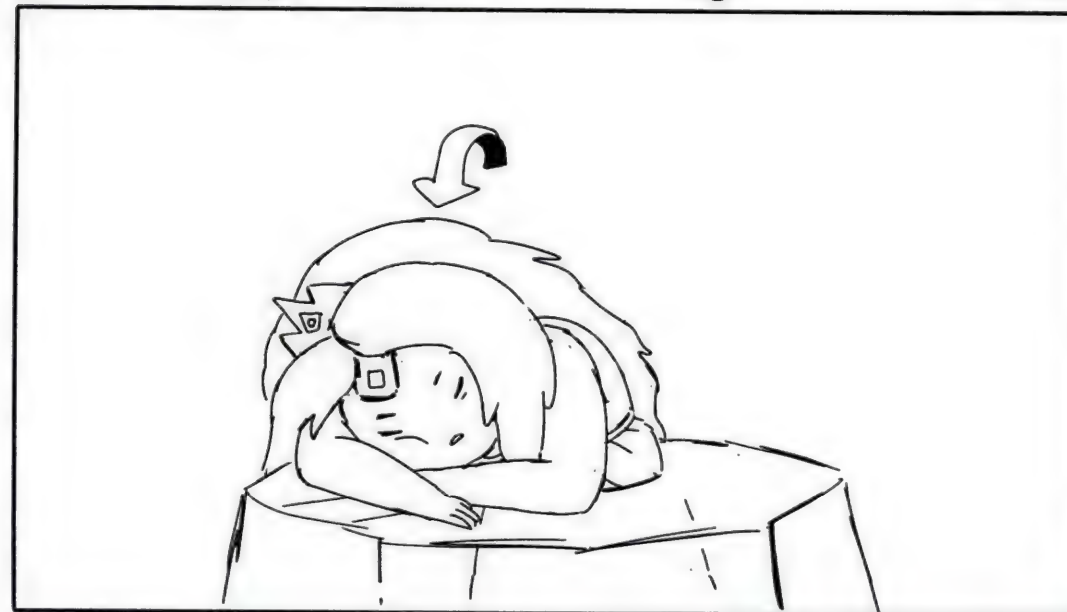
day night

Sc. 85 *cont*

Pnl. F

Bg.

day night



Dialog:

Action:

- breakdown pose

- FP lies down

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

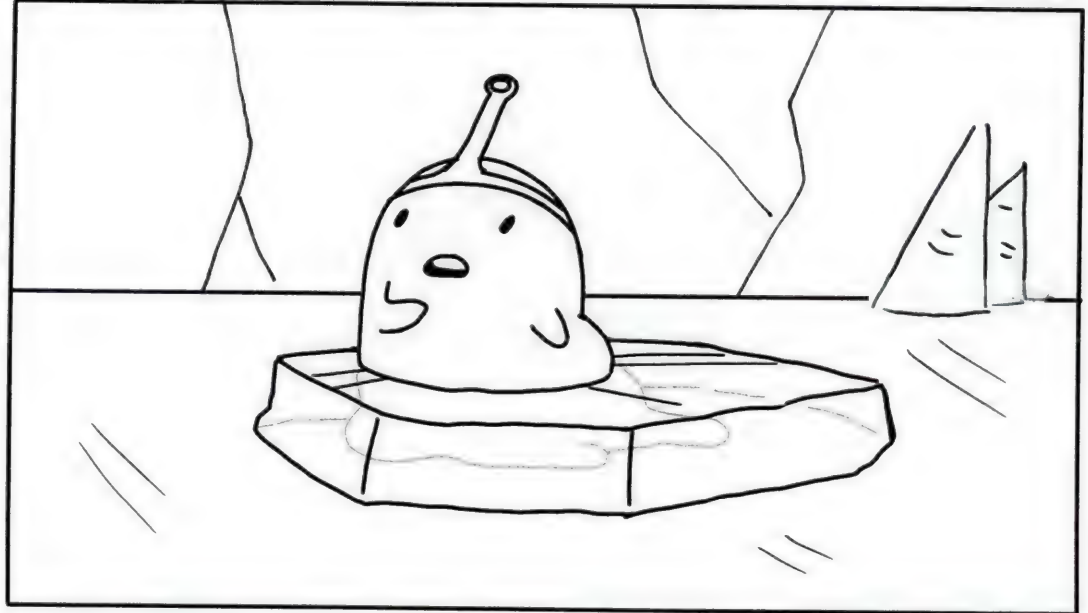
1034/242

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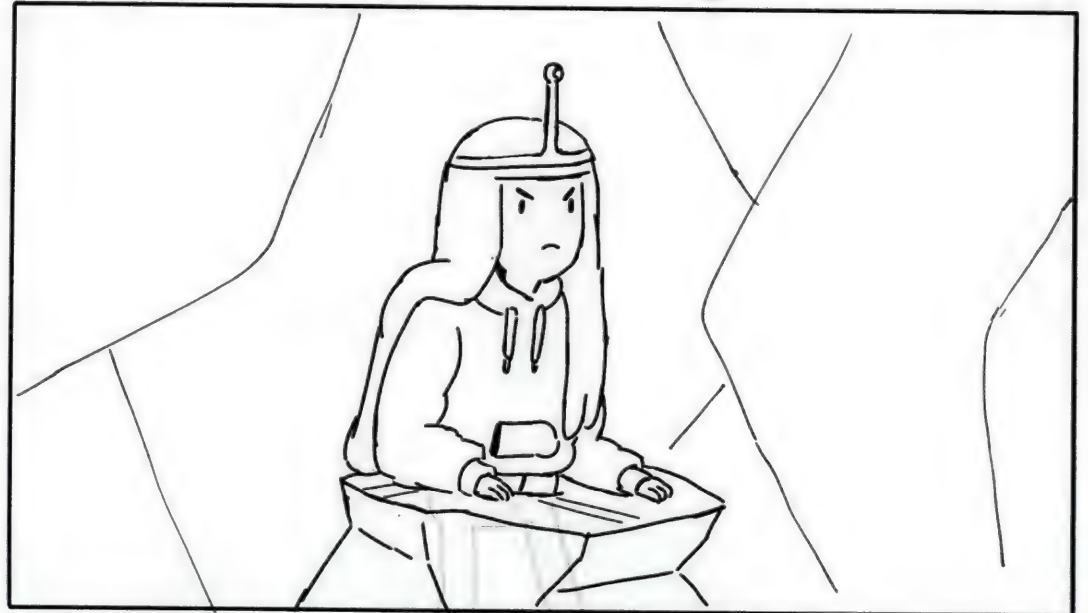
ADVENTURE TIME



Sc. 86 Pnl. A Bg. day night



Sc. 87 Pnl. A Bg. day night



Dialog:	<u>SP</u> : ehh, I'm fine.	<u>PB</u> : grrr
Action:		
Timing:		

DEC 02 2015

EPISODE # 1034-242
Production:

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1034/242

ADVENTURE TIME



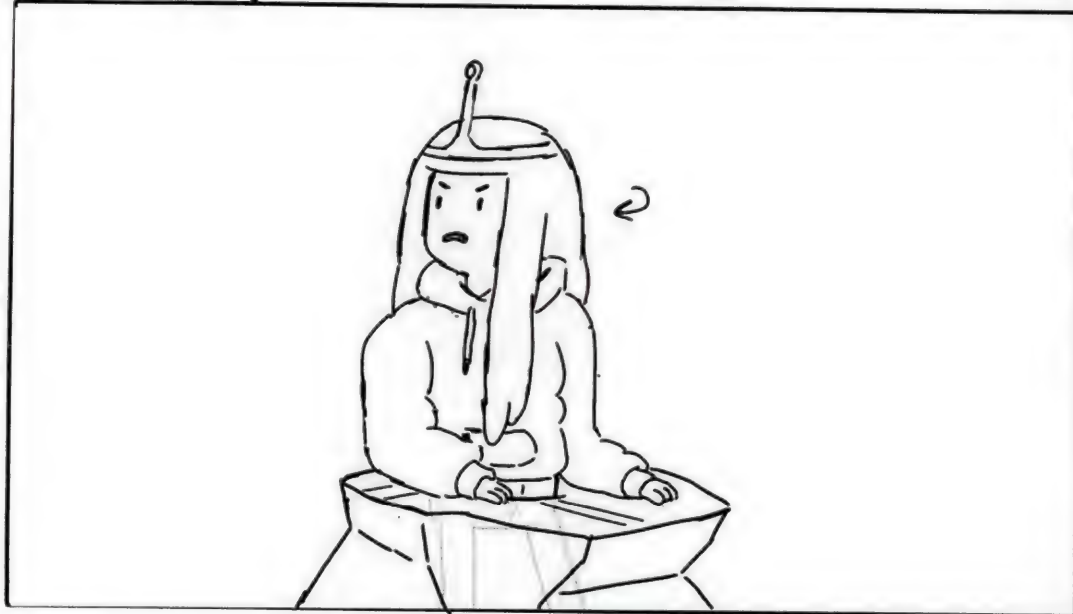
Page 177

Sc. 87 CONT

Pnl. B

Bg.

day night

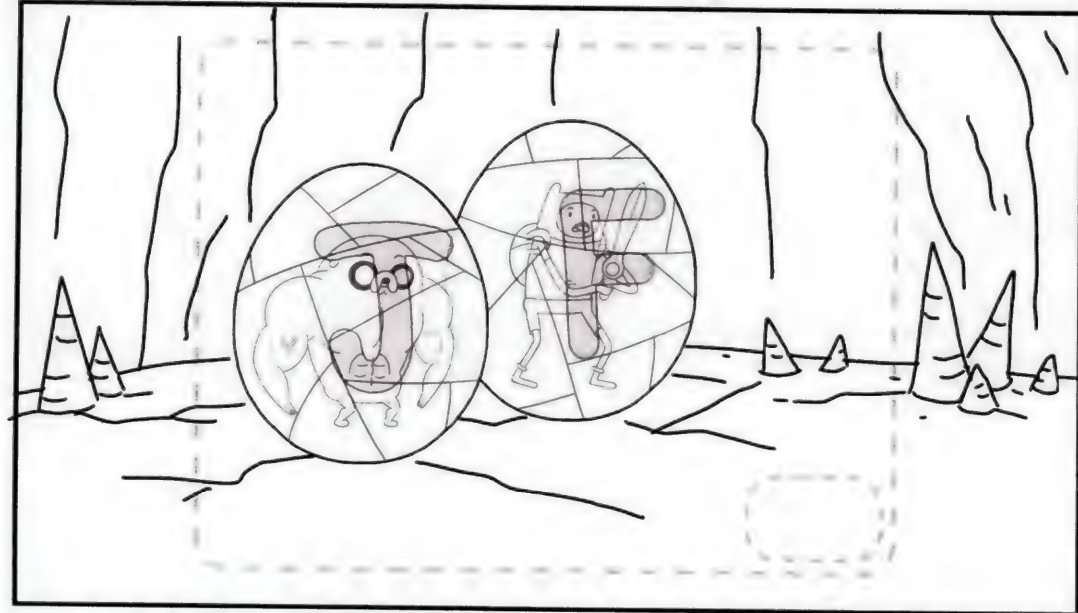


Sc. 88

Pnl. A

Bg.

day night



Dialog:

PB: (o/s) Finn and Jake?

Action:

- she looks to the side

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242

ADVENTURE TIME



Page 178

Sc. 89

Pnl. A

Bg.

day night

Sc.

89 cont Pnl. B

Bg.

day night



Dialog: PB: Ice King.

PB: what did you do?

Action:

Timing:



DEC 02 2015

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Production:

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1034/242

ADVENTURE TIME



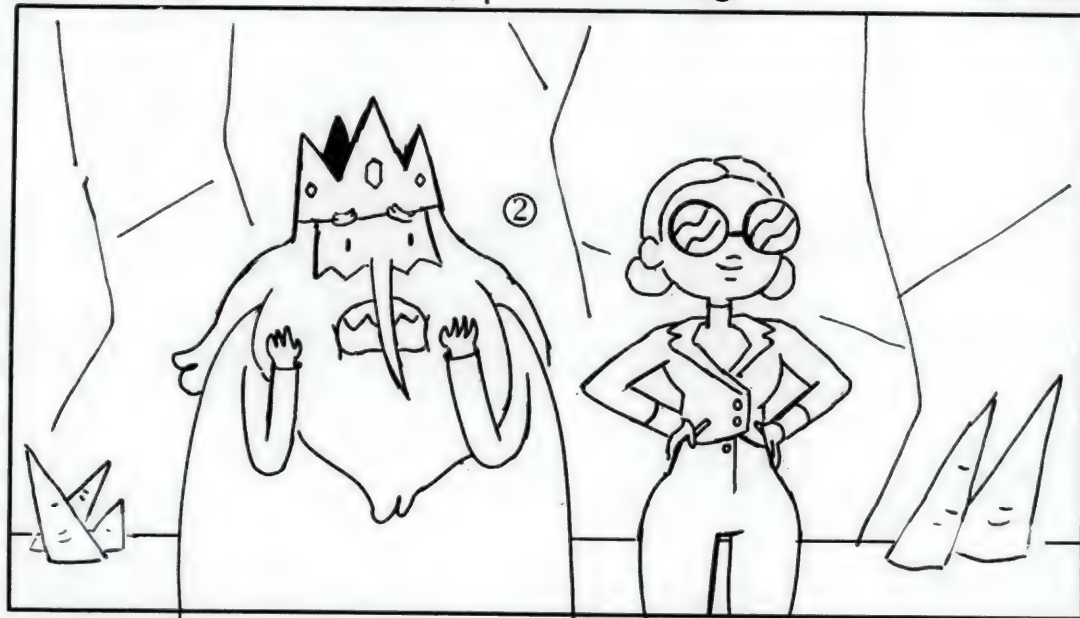
Page 179

Sc. 90

Pnl. A

Bg.

day night

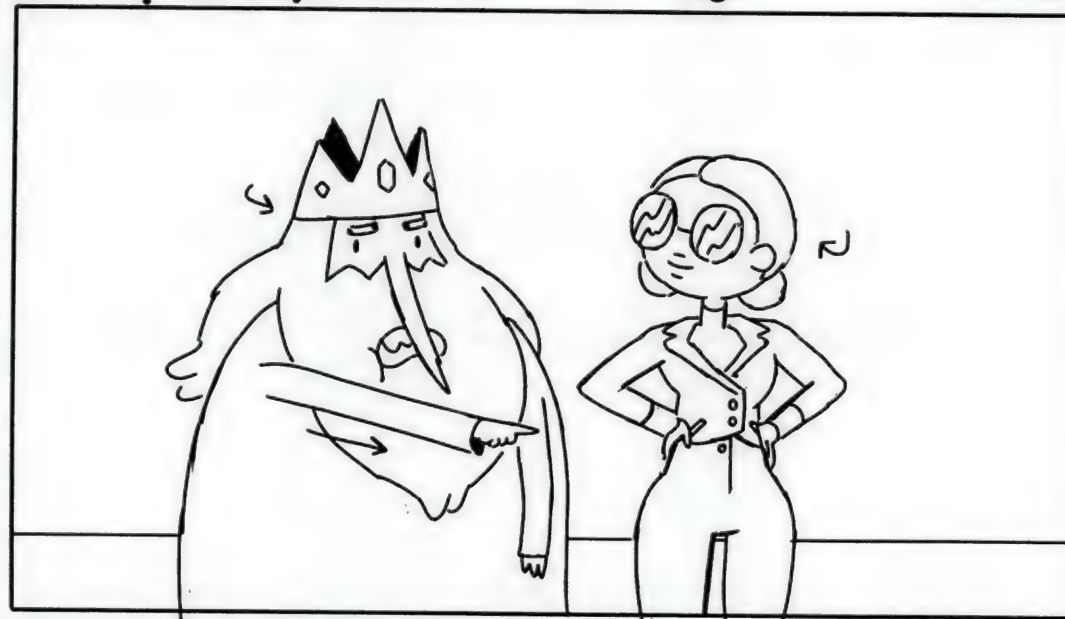


Sc. 90 cont

Pnl. B

Bg.

day night



Dialog: IK: No, no, no!

IK: It was her!

Action:

Timing:



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Production:

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1034/242

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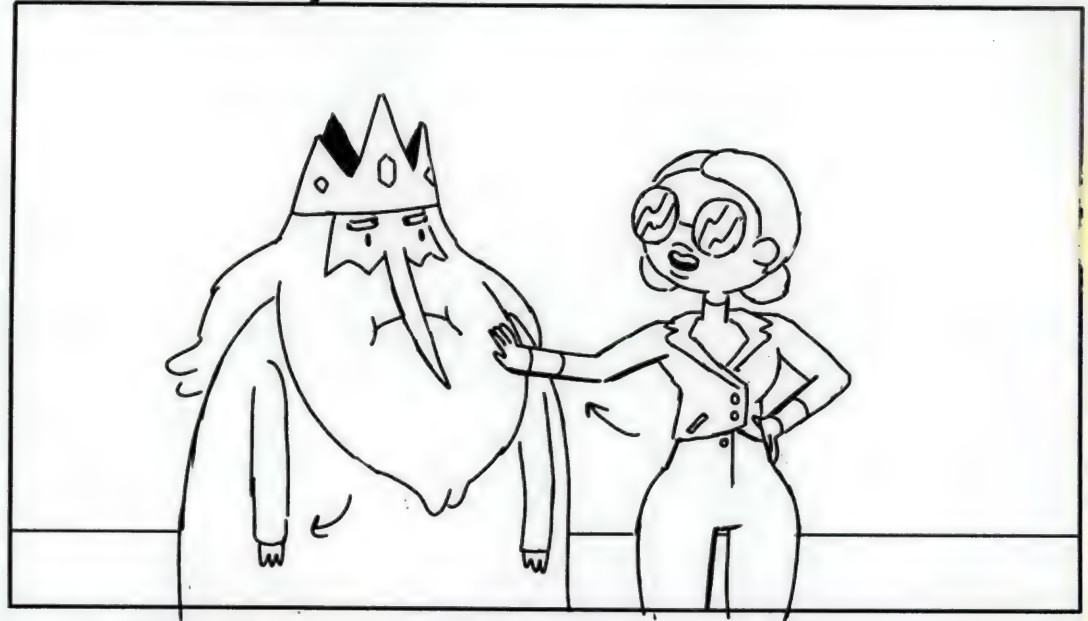
ADVENTURE TIME



Sc. 90 *cont* Pnl. C

Bg.

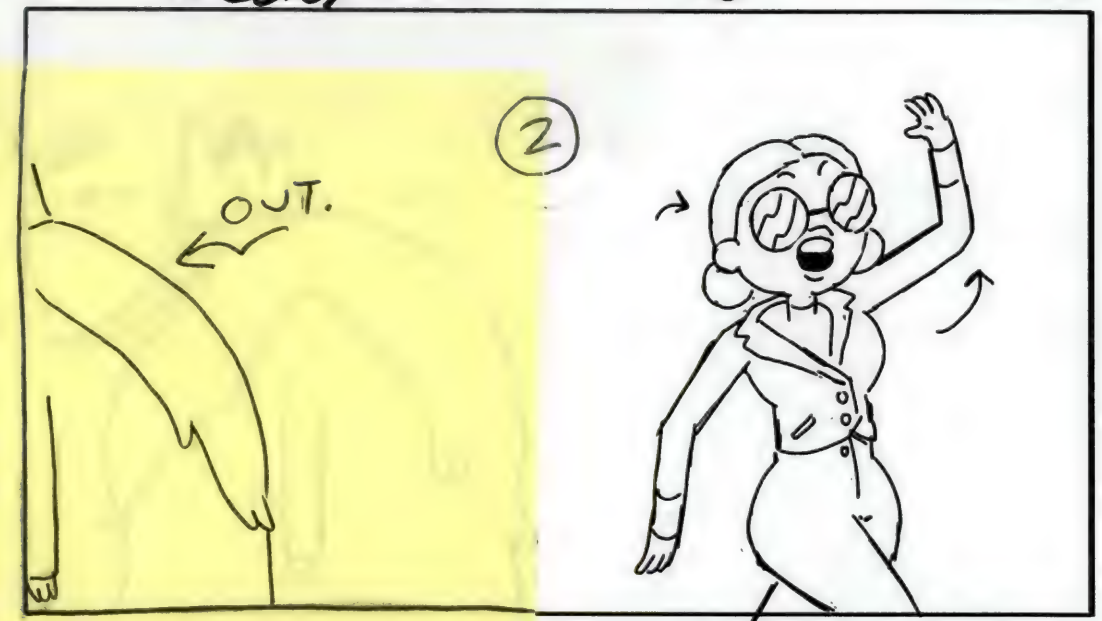
day night



Sc. 90 *cont* Pnl. D

Bg.

day night



Dialog: P: Get our guests some beverages.

Action:

Timing:



P: Hi guyyys

-IK turns & walks out.

DEC 02 2015

EPISODE # 1034-242

Production:

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ADVENTURE TIME



Page 181

Sc. 91

Pnl. A

Bg.

day night



Sc. 91 cont

Pnl. B

Bg.

day night

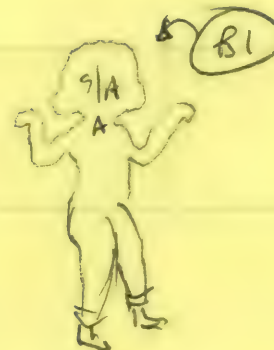


Dialog: P: I know this is weird and confusing...
and weird...

P: ... but the good news is...

Action: - P. WALKS ON/S.

Timing:



DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

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1034/242

ADVENTURE TIME

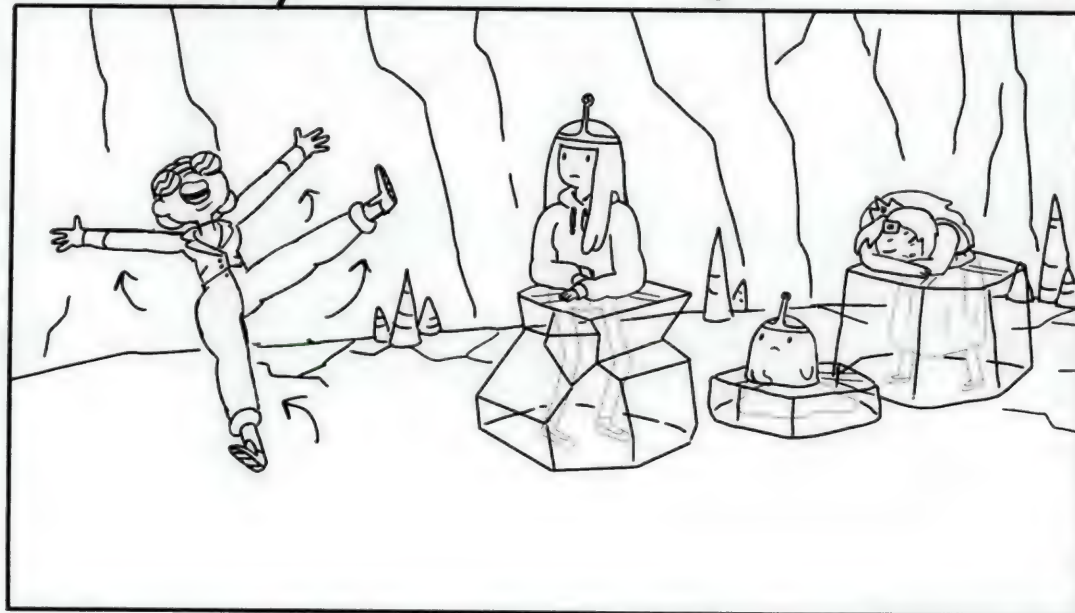


Page 182

Sc. 91 CONT Pnl. C

Bg.

day night



Sc. 91 CONT Pnl. D

Bg.

day night



Dialog:

P: I'm getting the band back together!

Action:

- PB & SP look at each other
- P. DANCES IN PLACE.

Timing:

DEC 02 2013

(D)



EPISODE # 1034-242

Production:

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ADVENTURE TIME

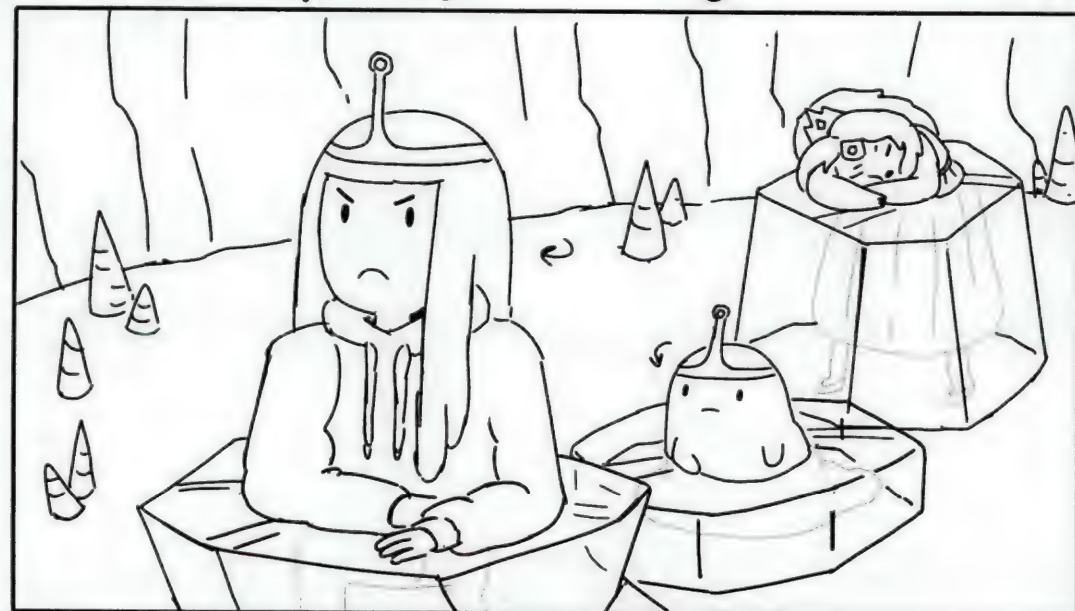


Page 183

Sc. 92 Pnl. A Bg. day night



Sc. 92 cont Pnl. B Bg. day night



Dialog:	P: (o/s) Isn't this great?
Action:	DEC 02 2015
Timing:	

EPISODE # 1034-242

Production:

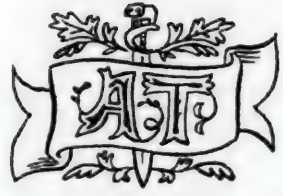
1034/242

1034/242

1034/242

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ADVENTURE TIME

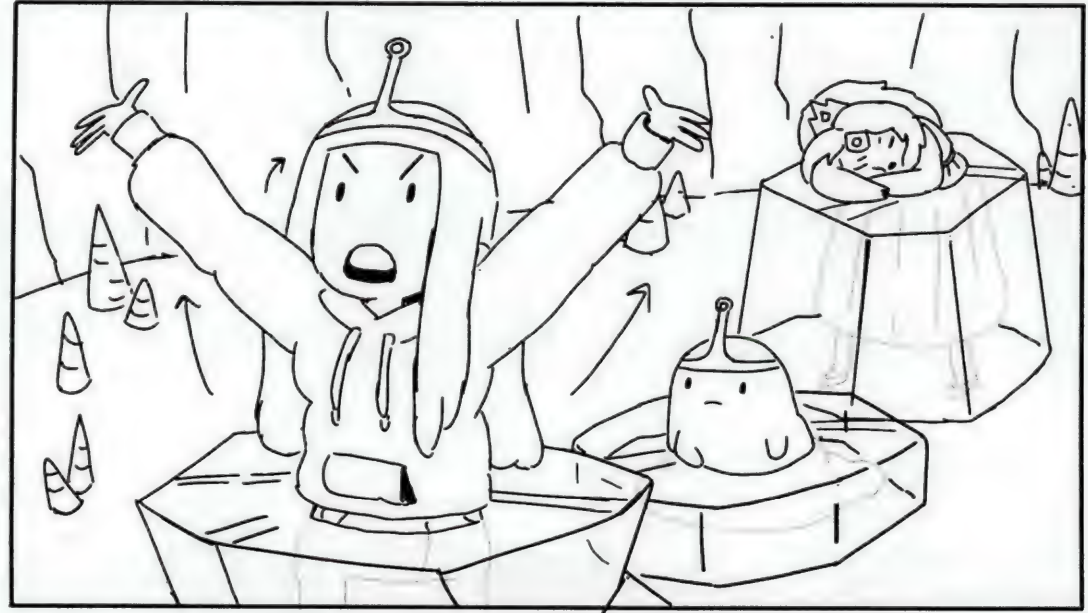


Page 184

Sc. 92 cont Pnl. C

Bg.

day night

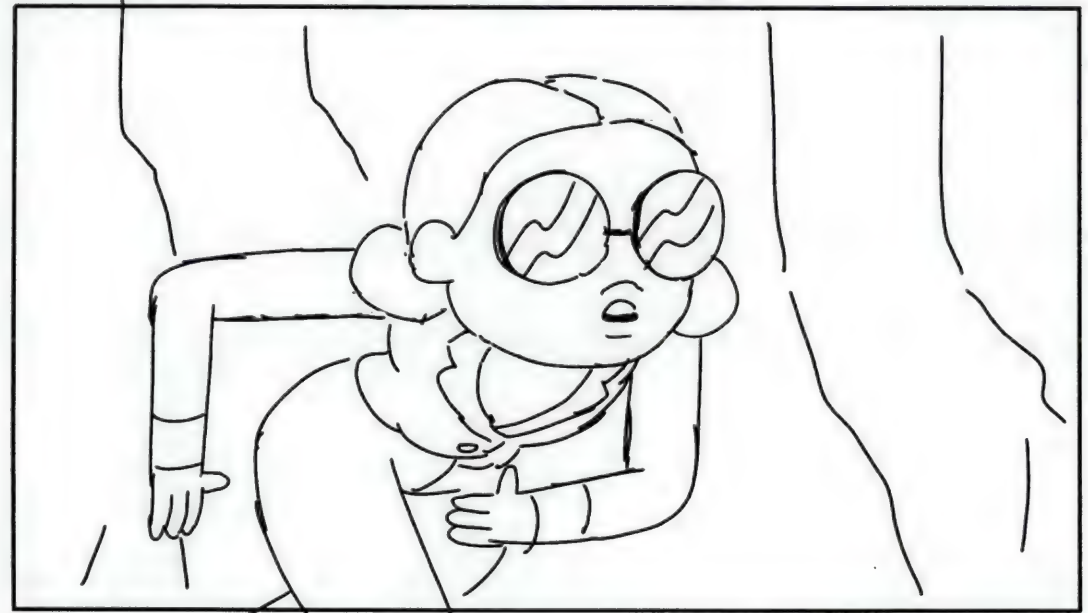


Sc. 93

Pnl. A

Bg.

day night



Dialog: PB: What are you talking about?!
WHO ARE YOU!

Action:

Timing:



DEC 02 2011

EPISODE # 1034-242

Production:

1034, 242

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1034/242

1034/242

ADVENTURE TIME

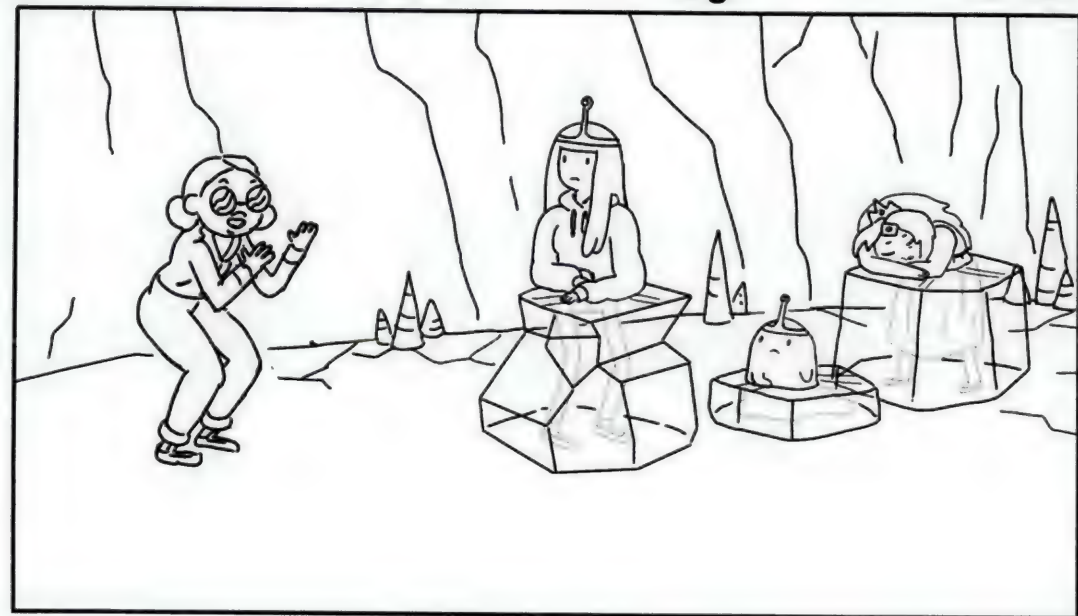


Page 185

Sc. 93 cont Pnl. B Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog: P: You really don't know?

Action:

Timing:

DEC 02 2015

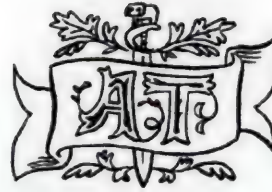
EPISODE # 1034-242

Production:

1034'242

1034/242

ADVENTURE TIME



Page 186

Sc. 94 cont Pnl. B

Bg.

day night



Sc. 94 cont Pnl. C

Bg.

day night



Dialog: SFx: <blast>

Action: -PB & SP's eyes follow ice blast

-ice chair appears

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

ADVENTURE TIME



Page 187

Sc. 94 CONT Pnl. D

Bg.

day night



Sc. 94 CONT Pnl. E

Bg.

day night



Dialog:

Action:

- P. POINTS AT CHAIR.

- P. turns chair around by tracing a circle in the air with her finger.

DEC 02 2015

Timing:

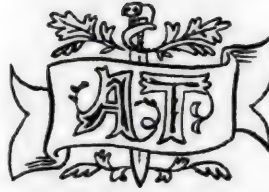
EPISODE # 1034-242

Production:

1034/242

1034/242

ADVENTURE TIME



Page 188

Sc. 94 CONT Pnl. F Bg. day night



Sc. 94 CONT Pnl. G Bg. day night



Dialog:

Action: -P. finishes turning chair

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

ADVENTURE TIME



Page 189

Sc. 94 CONT Pnl. H

Bg.

day night

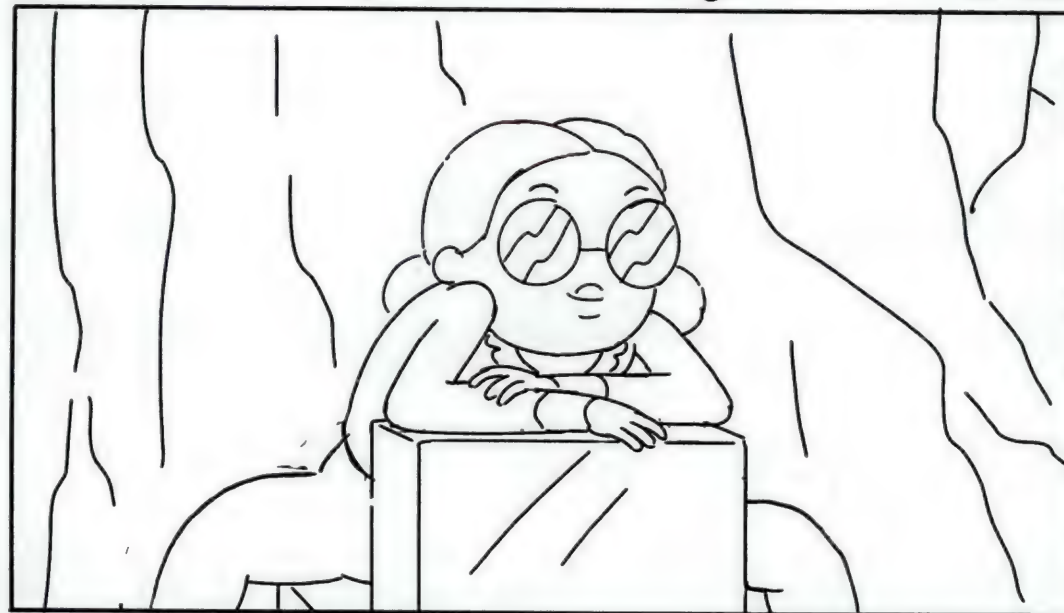


Sc. 95

Pnl. A

Bg.

day night



Dialog:

Action:

- P. sits on chair

- P. stares at PB, SP, & FP

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034.242

1034/242

ADVENTURE TIME



Page 190

Sc. 95 cont Pnl. B

Bg.

day night

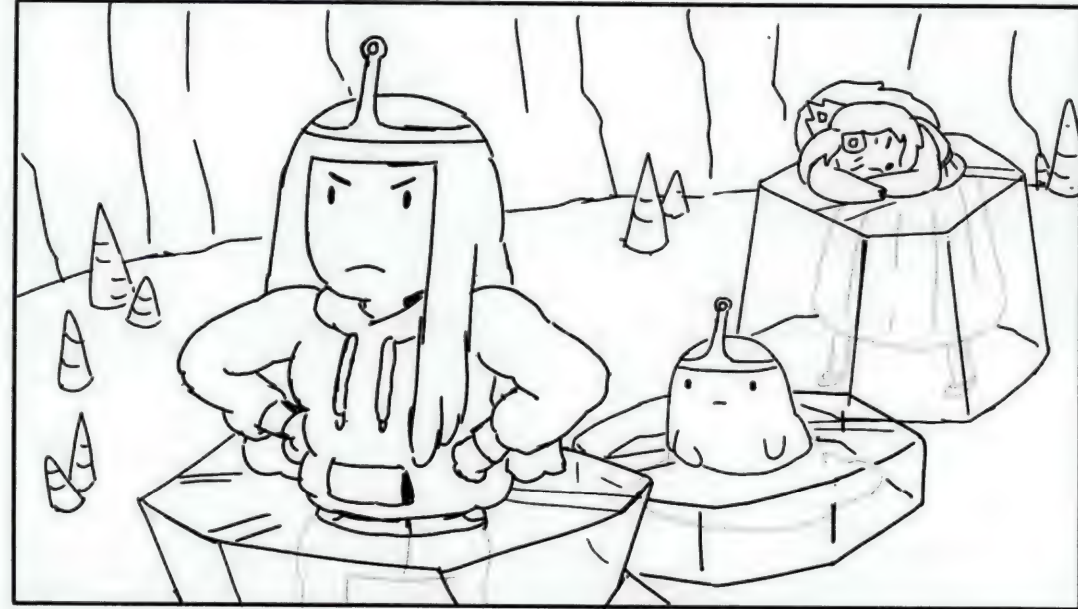


Sc. 96

Pnl. A

Bg.

day night



Dialog: P: That was pretty cool, right?

P: (o/s) How I made this ice chair with my hands?

Action:

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034'242

ADVENTURE TIME

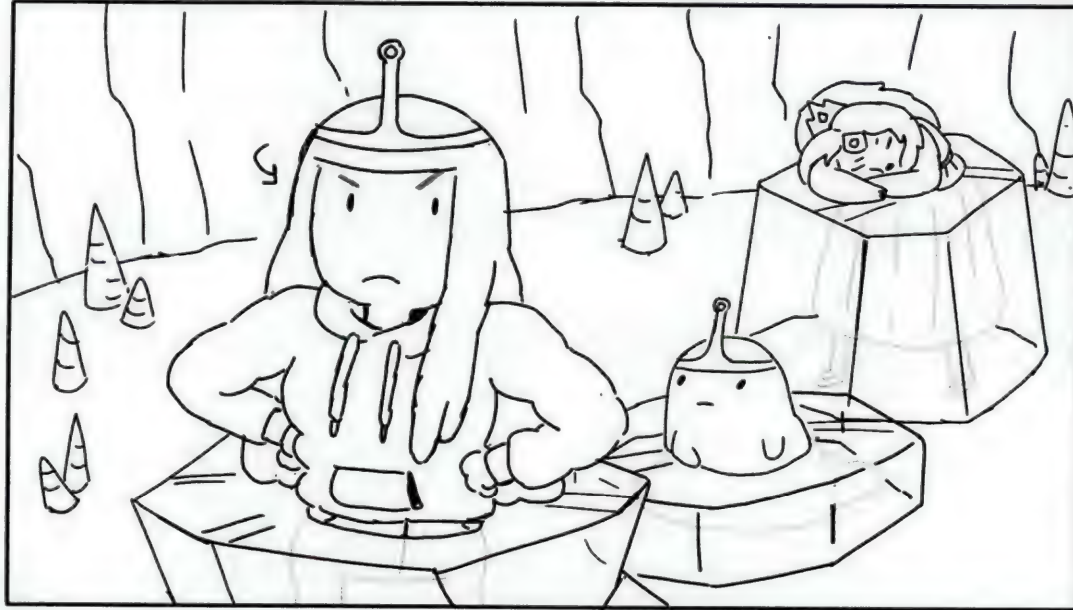


Page 191

Sc. 96 cont Pnl. B

Bg.

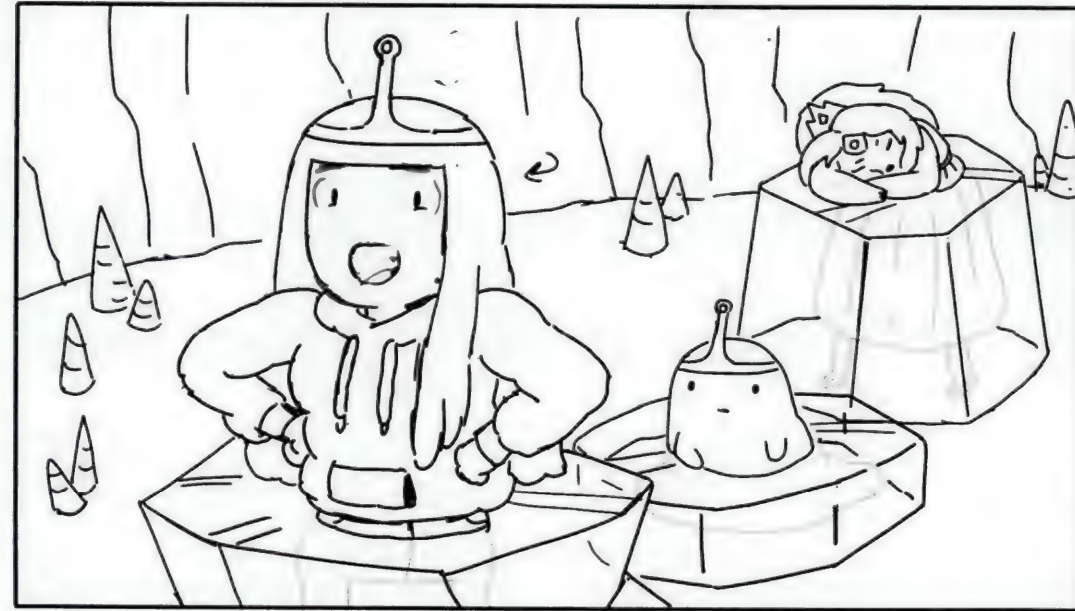
day night



Sc. 96 cont Pnl. C

Bg.

day night



Dialog:

P: (O/S) Pretty chill, huh?

PB: Yeahhh! So 'chill!

Action:

- PB gets idea to fool P.
- PB & SP look at each other

Timing:



DEC 02 2015

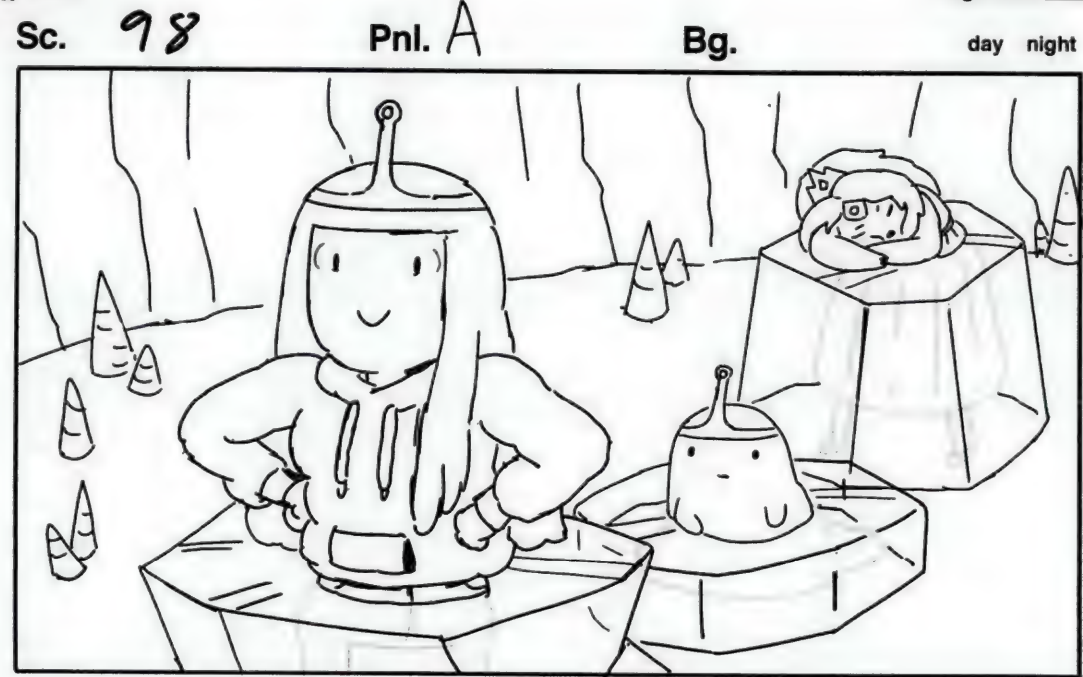
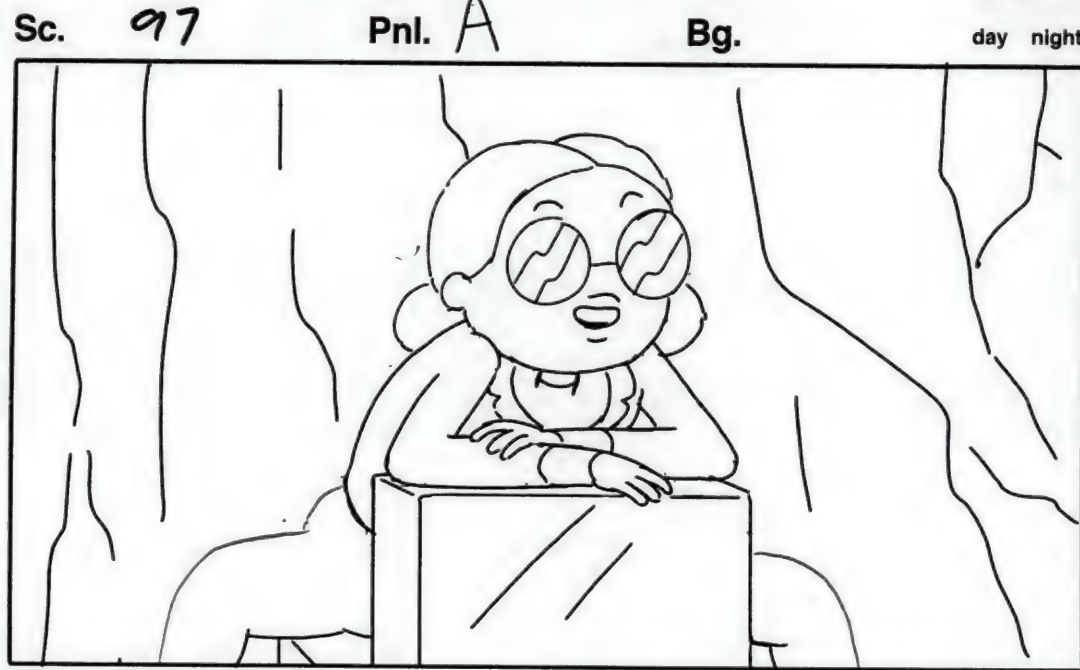
EPISODE # 1034-242

1034/242

Production:

1034/242

ADVENTURE TIME



Dialog: P: Well... the fact of the matter is...

P: (o/s) ... you guys have that power as well.

Action:

Timing:



DEC 02 2015

EPISODE # 1034-242

Production:

ADVENTURE TIME

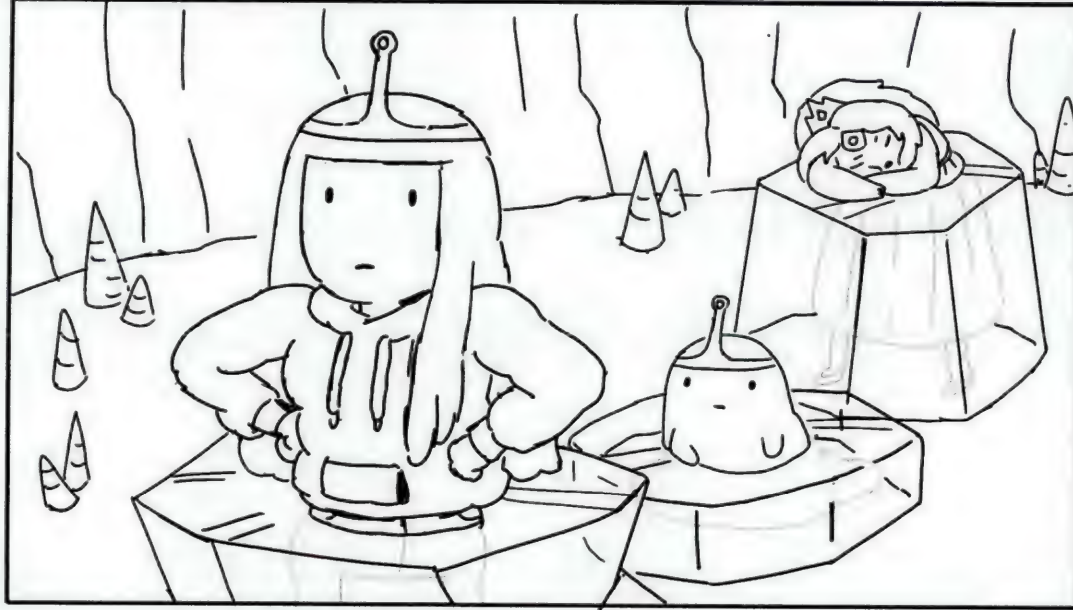


Page 193

Sc. 98 cont Pnl. B

Bg.

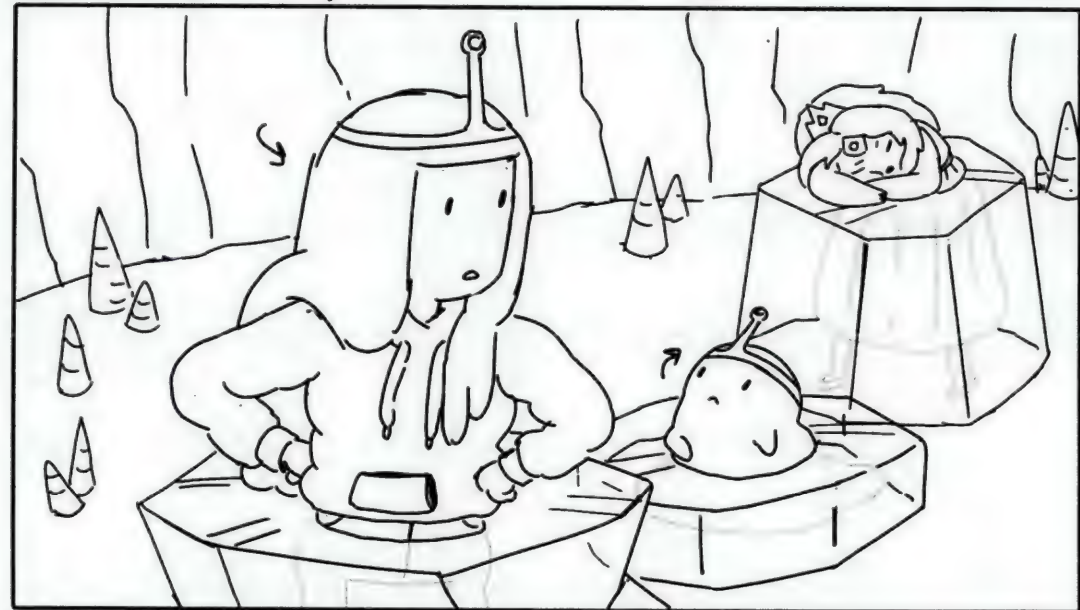
day night



Sc. 98 cont Pnl. C

Bg.

day night



Dialog:

Action:

-PB & SP look at each other in surprise

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242

ADVENTURE TIME



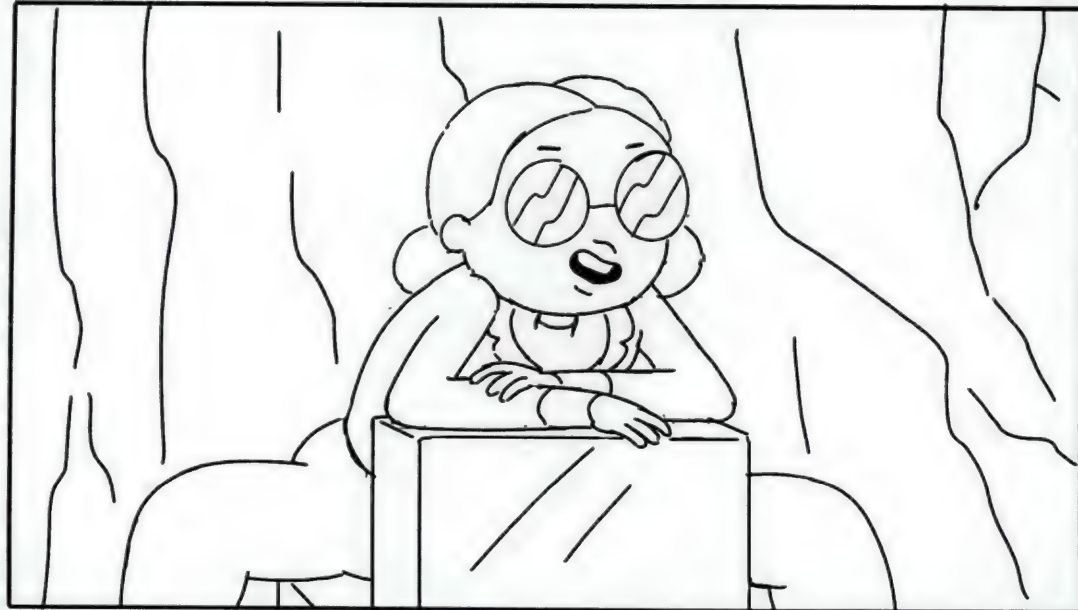
Page 194

Sc. 99

Pnl. A

Bg.

day night

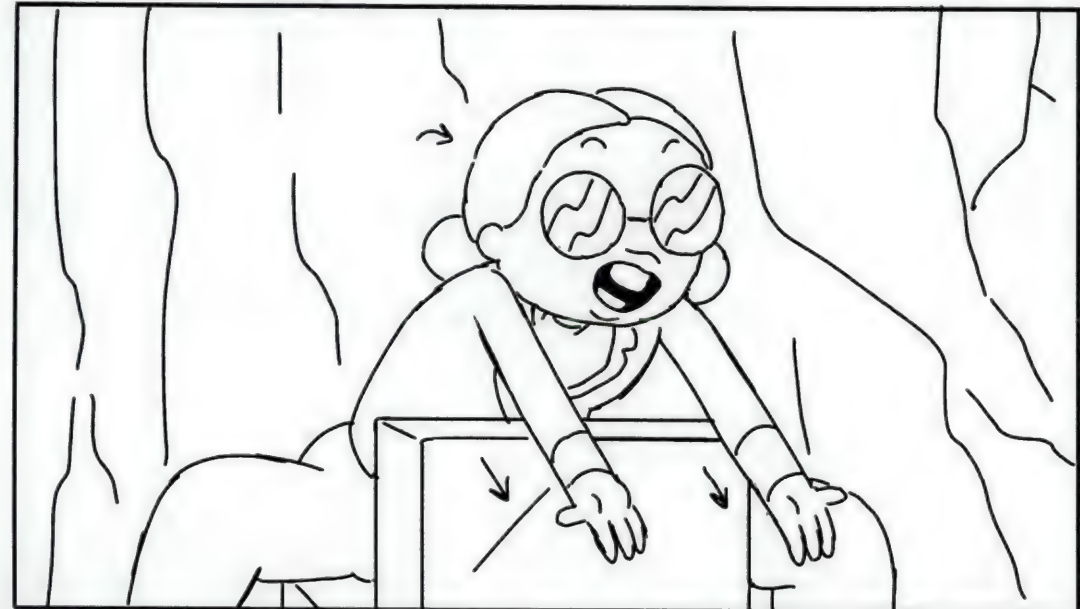


Sc. 99 cont

Pnl. B

Bg.

day night



Dialog: P: okay...remember when I said I was
— the Ice Elemental?

P: Remember?!

Action:

DEC 02 2015

Timing:

1034-242

EPISODE #

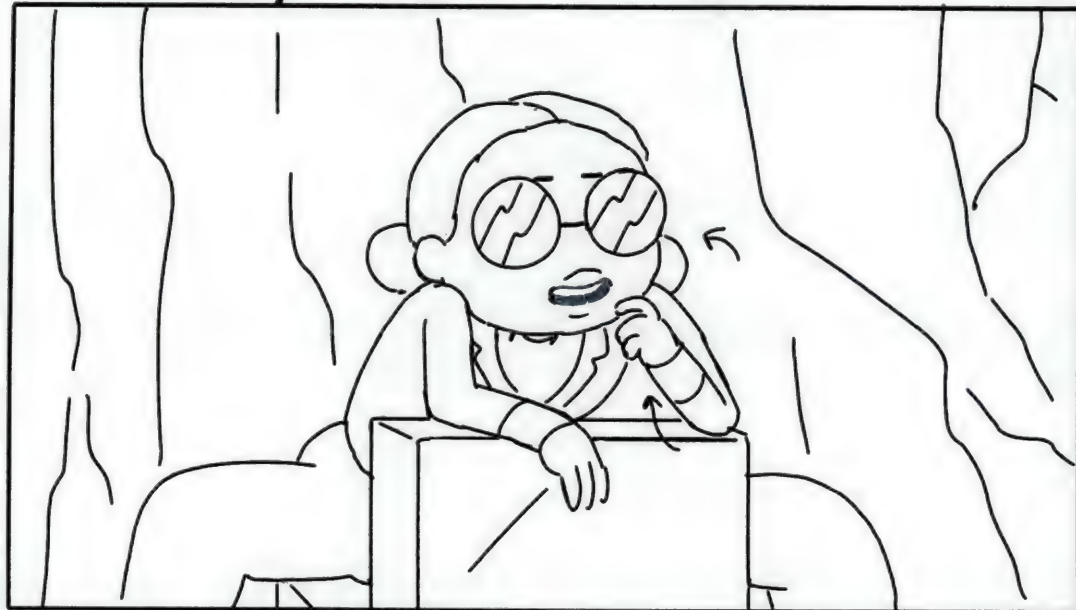
Production:

ADVENTURE TIME



Page 195

Sc. 99 cont Pnl. C Bg. day night



Sc. 99 cont Pnl. D Bg. day night



Dialog: P: Oh no... wait... that was...

P: ...(chuckle) that was THOSE guys!

Action:

DEC 02 2010

Timing:

EPISODE #

1034-242

Production:

1034/242

1034'242

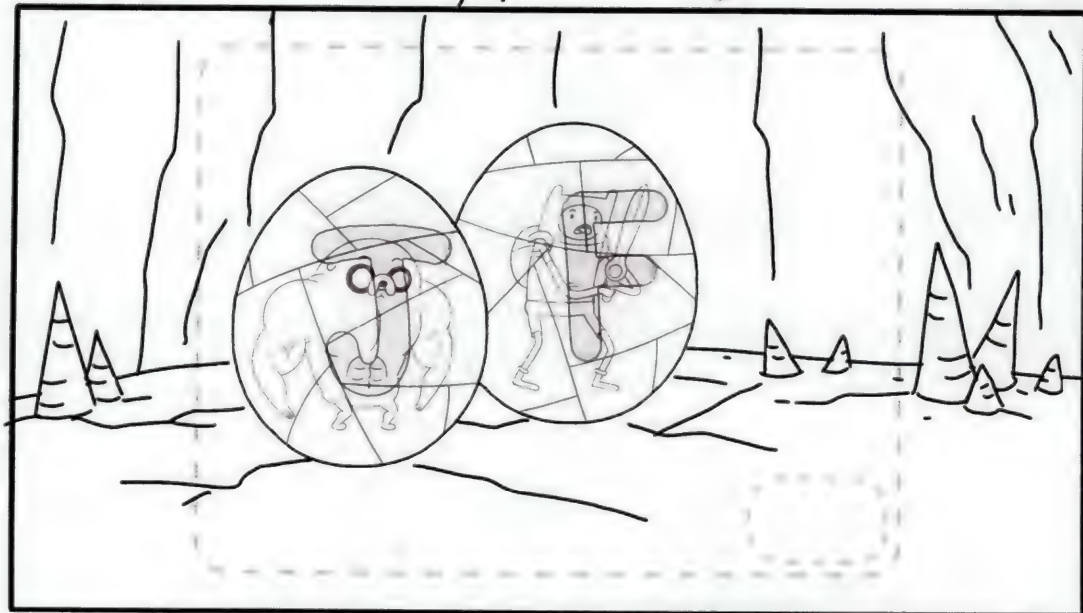
1034/242

ADVENTURE TIME



Page 196

Sc. 100 Pnl. A Bg. day night



Sc. 101 Pnl. A Bg. day night

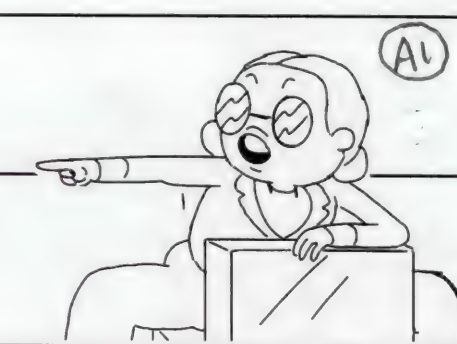


Dialog: P: ~~haha~~ I told those guys! haha
(0/5)

P: Not you guys, those

Action:

Timing:



DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242

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ADVENTURE TIME



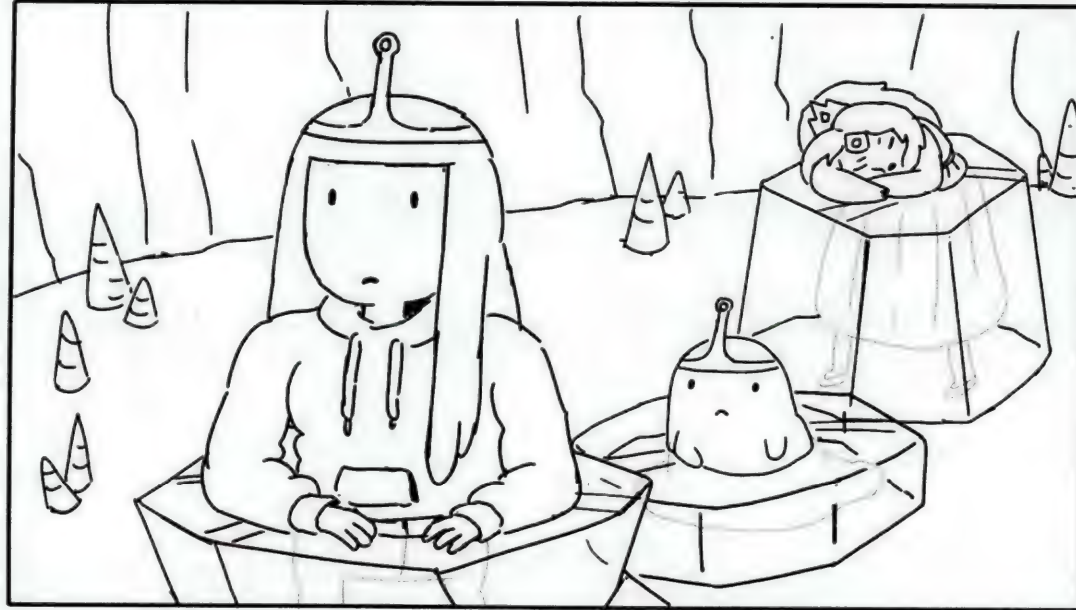
Page 197

Sc. 102

Pnl. A

Bg.

day night

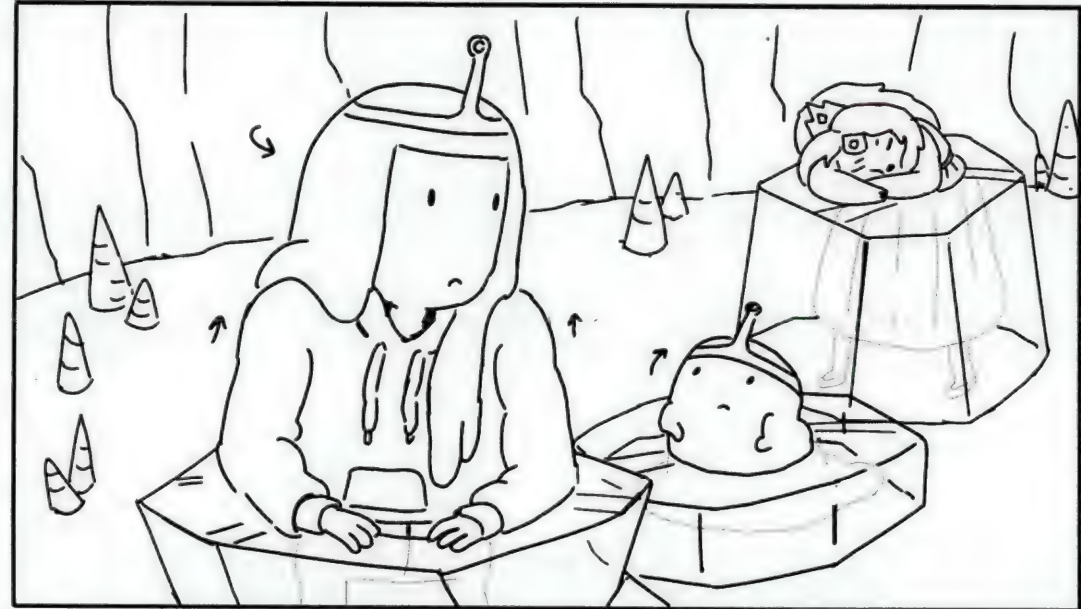


Sc. 102 cont

Pnl. B

Bg.

day night



Dialog:

*Pat "Guy's"
(vo)*

P: (o/s) ohheho

Action:

- PB & SF look at each other & sort of shrug

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

ADVENTURE TIME



Page 198

Sc. 103

Pnl. A

Bg.

day night

Sc. 103 cont

Pnl. B

Bg.

day night



Dialog: P: ok um this is like basic
— Elemental History ok so just listen up... ahem

Action:

Timing:



DEC 02 2015

EPISODE # 1034-242

1034/242

Production:

1034/242

1034/242

ADVENTURE TIME



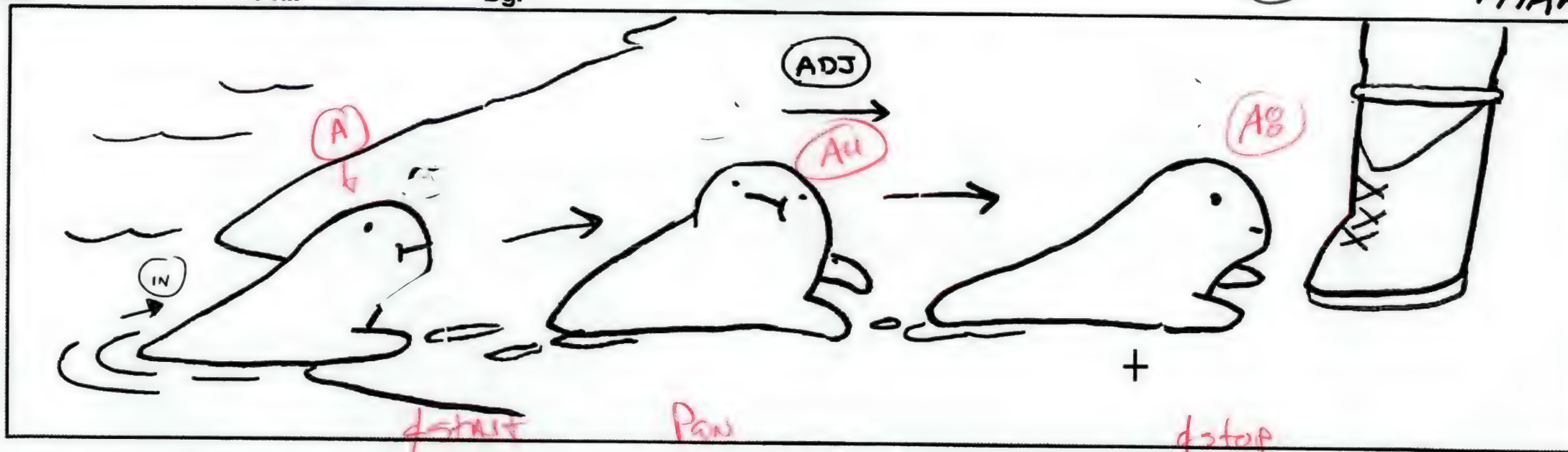
Sc. 104

Pnl. A

Bg.

(B)

Page 199
199A NEXT



Dialog:

(v.o.)
P/ Ever since life began on
this planet..

(v.o.)
P/ there have always been embodiments
of the four elements

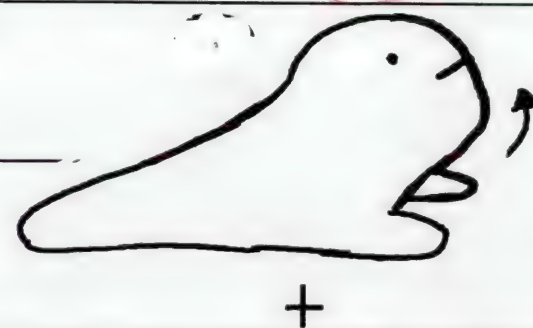
Action:

- AMPHIBIAN CLIMBS OUT OF WATER,
PAN W/ CREATURE

- AMPHIBIAN STOPS
NEXT TO BOOT.

Timing:

SEE ADDITIONAL POSES ON
PG. 199A.



1034-242
EPISODE #

Production:

1034/242

1034/242

ADVENTURE TIME



199A
200 NEXT



+



+



+

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242

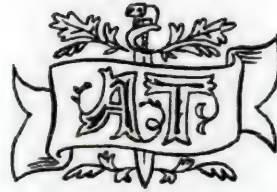
1034/242

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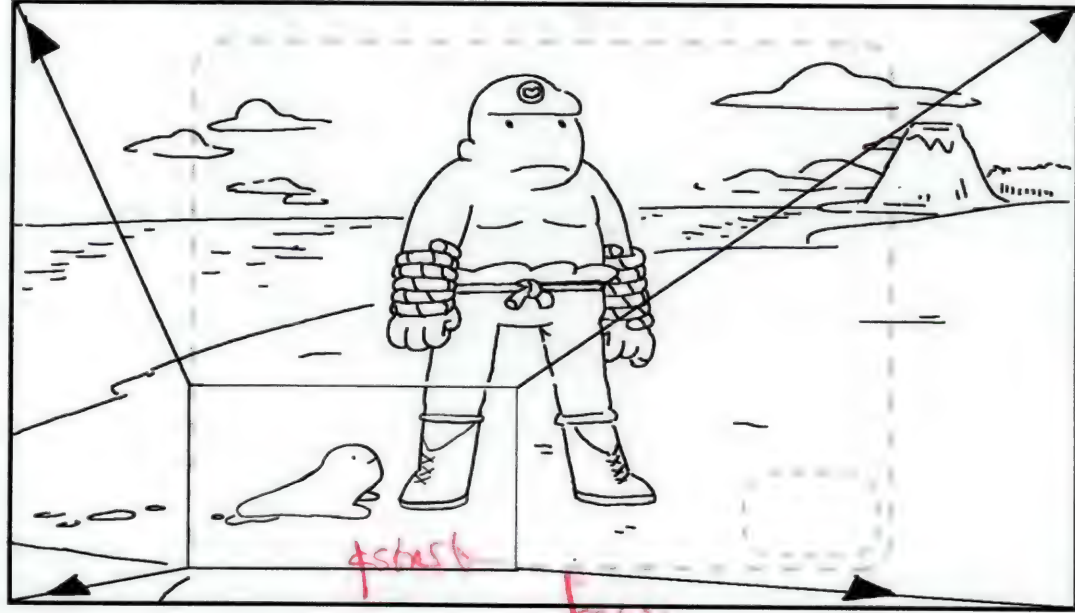
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ADVENTURE TIME

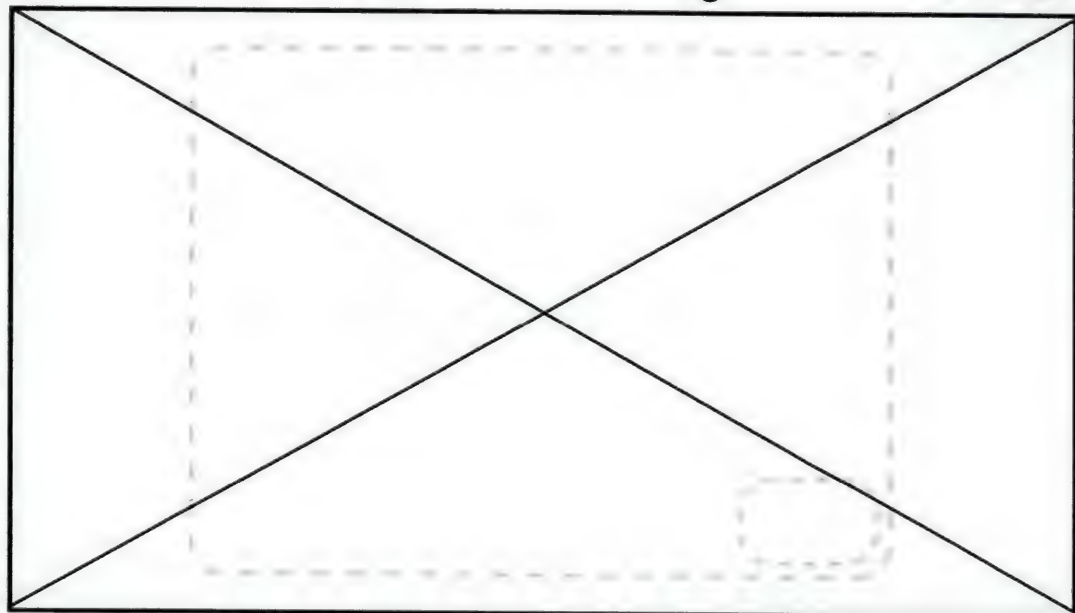


Page 200
No. 201
day night

Sc. 104 CONT Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: - TRUCK OUT TO REVEAL A CANDY ELEMENTAL.
Timing:

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Production:

1034/242

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1034/242

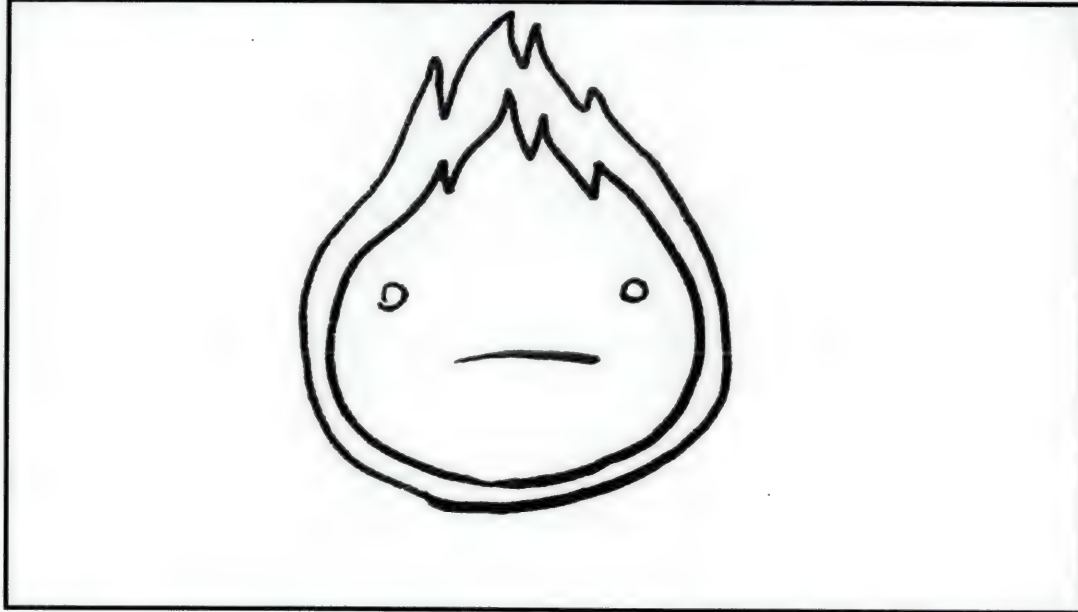
1034/242

ADVENTURE TIME

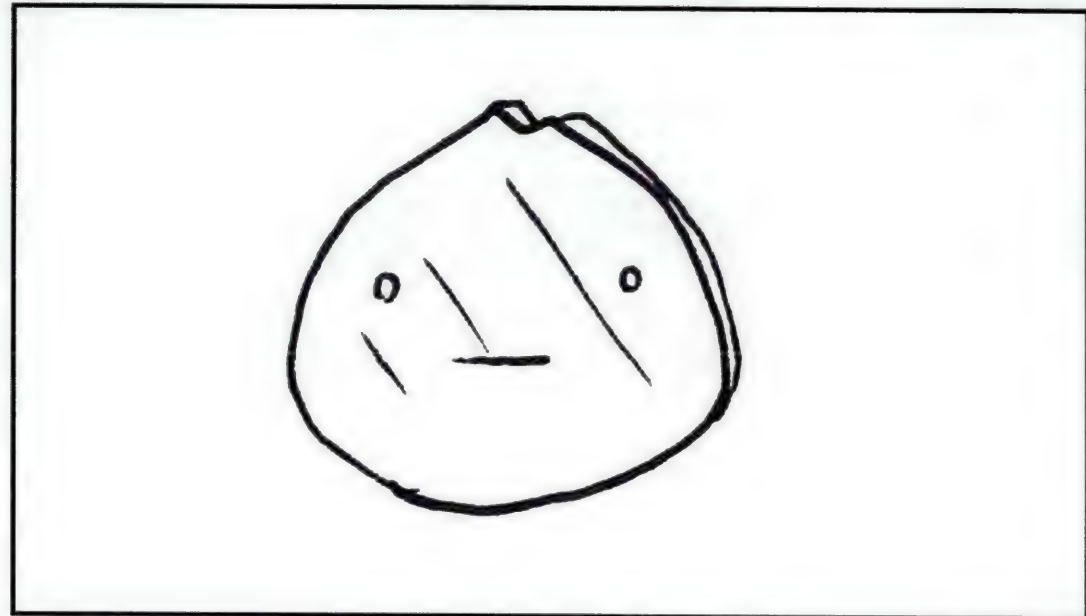


Page 202

Sc. 105 Pnl. A Bg. day night



Sc. 106 Pnl. A Bg. day night



Dialog:

P: (v.o) FIRE ...

P: (v.o) ICE ...

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

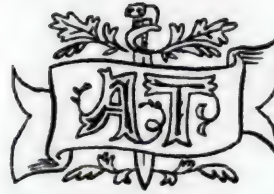
1034/242

1034/242

1034/242

1034/242

ADVENTURE TIME



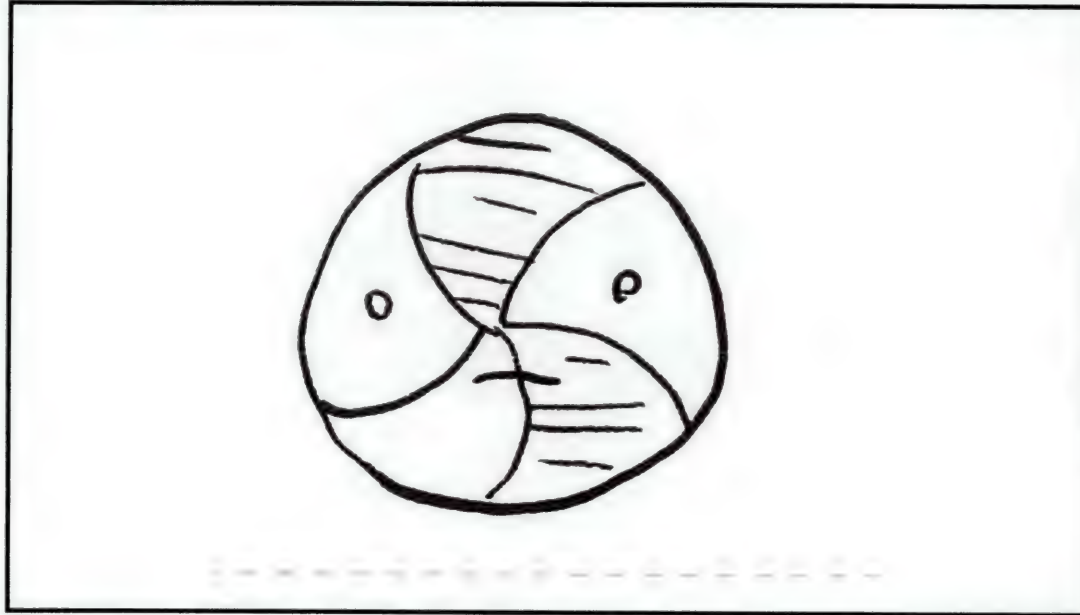
Page 203

Sc. 107

Pnl. A

Bg.

day night

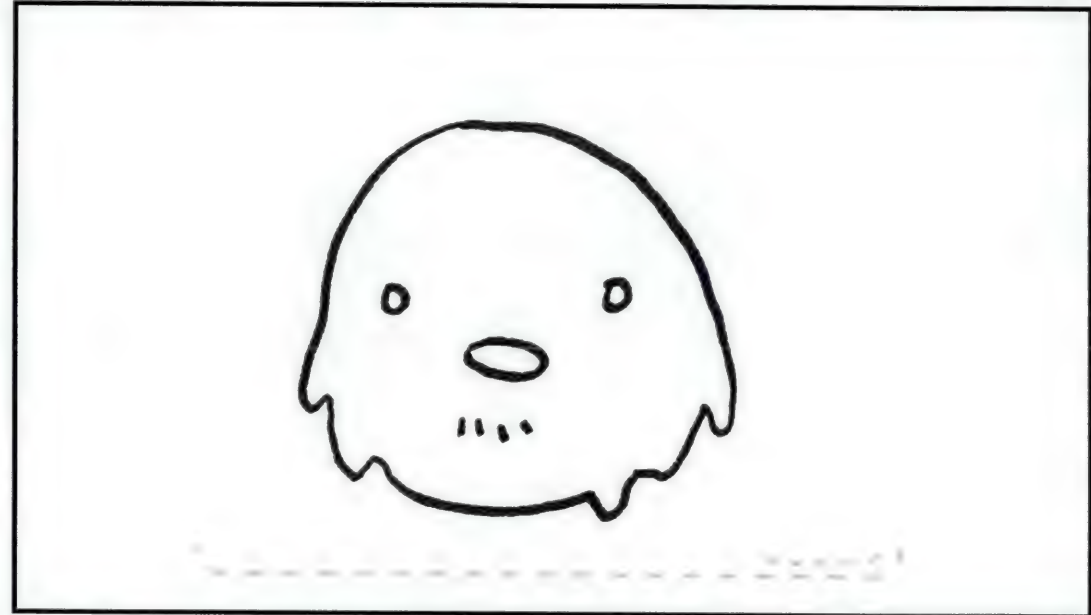


Sc. 108

Pnl. A

Bg.

day night



Dialog:

P/^(vo)..candy..

P/^(vo)..and slime..

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

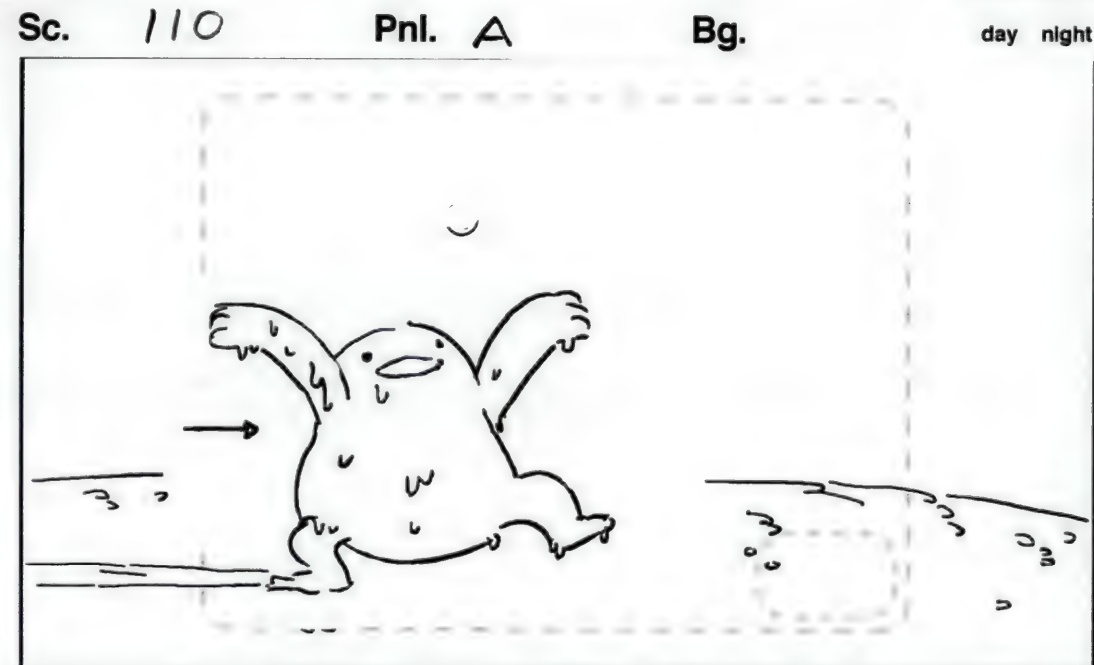
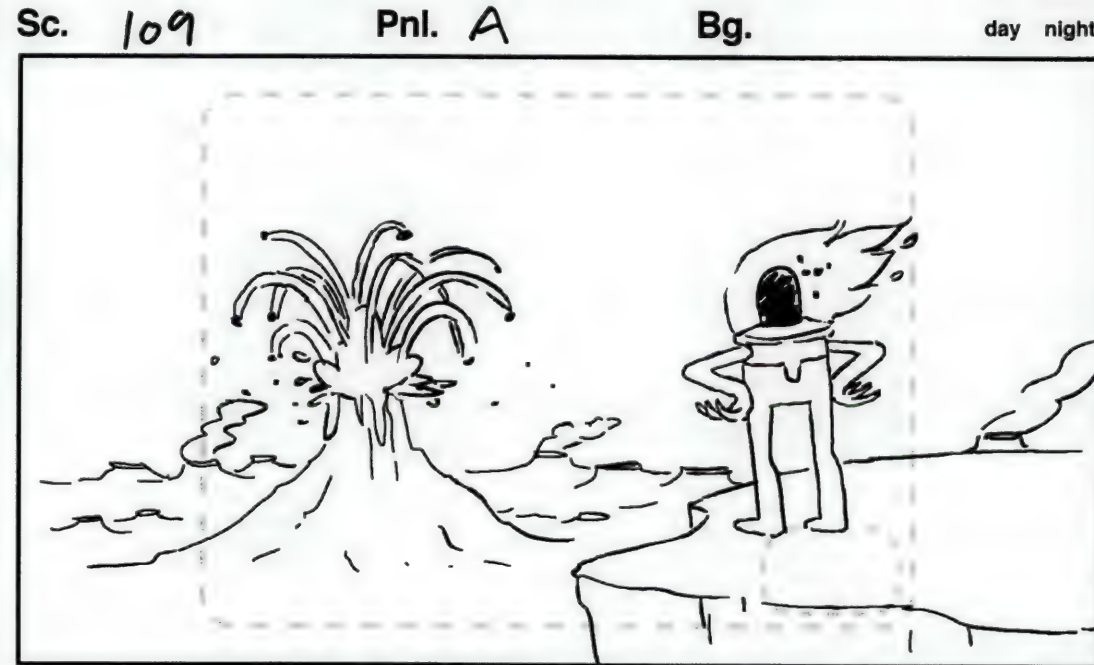
1034/242

1034/242

ADVENTURE TIME



Page 204



Dialog: (V.O.)
Pl across eons
and millennia...

Pl the four
elementals
lived...

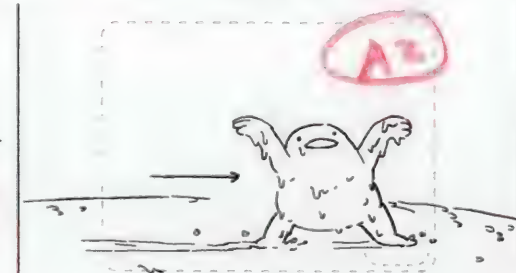
Action:
- FIRE ELEMENTAL WATCHES
VOLCANO ERUPT.

Timing:



- SLIME ELEMENTAL
SLIDES ON/S.

(A1)



DEC 02 2015

EPISODE # 1034-242

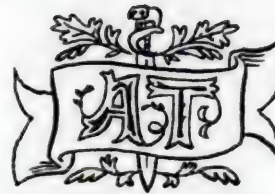
Production:

1034/242

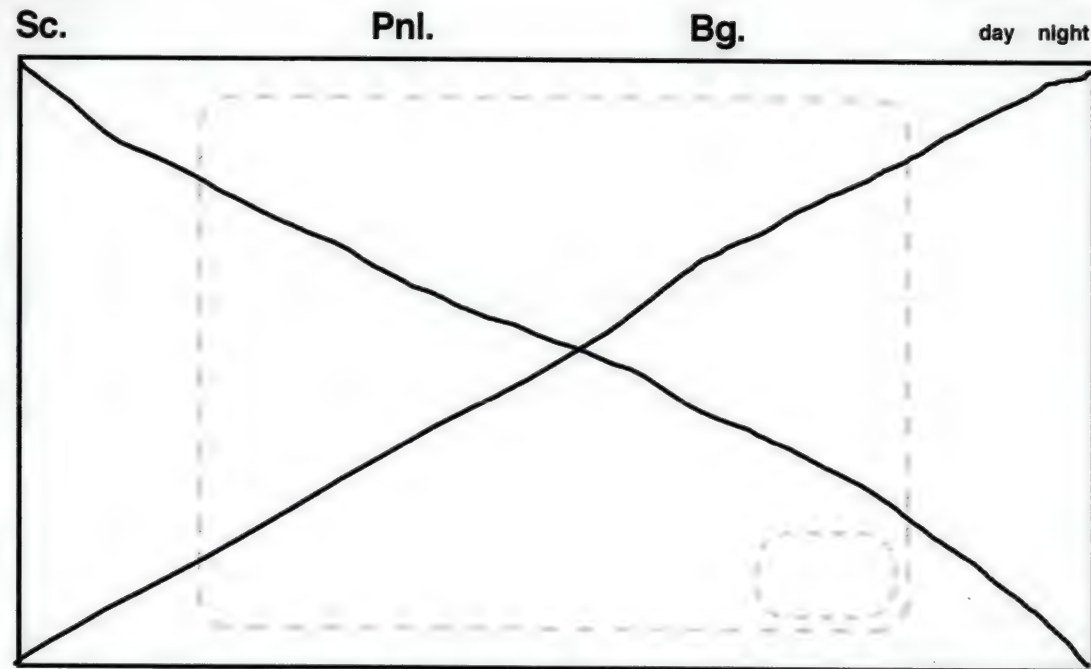
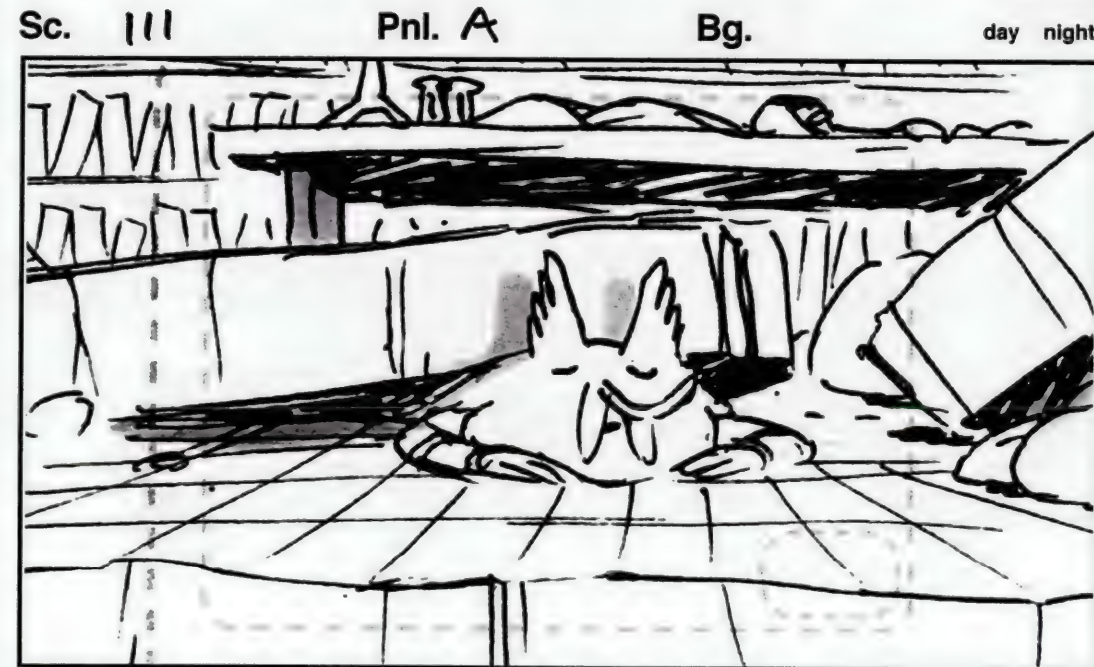
1034/242

1034/242

ADVENTURE TIME



Page 205



Dialog:

^(GO)
P/...and died..

Action:

- FLASHBACK TO EVERGREEN

Timing:

DEC 02 2015

1034-242

EPISODE #

1034/242

Production:

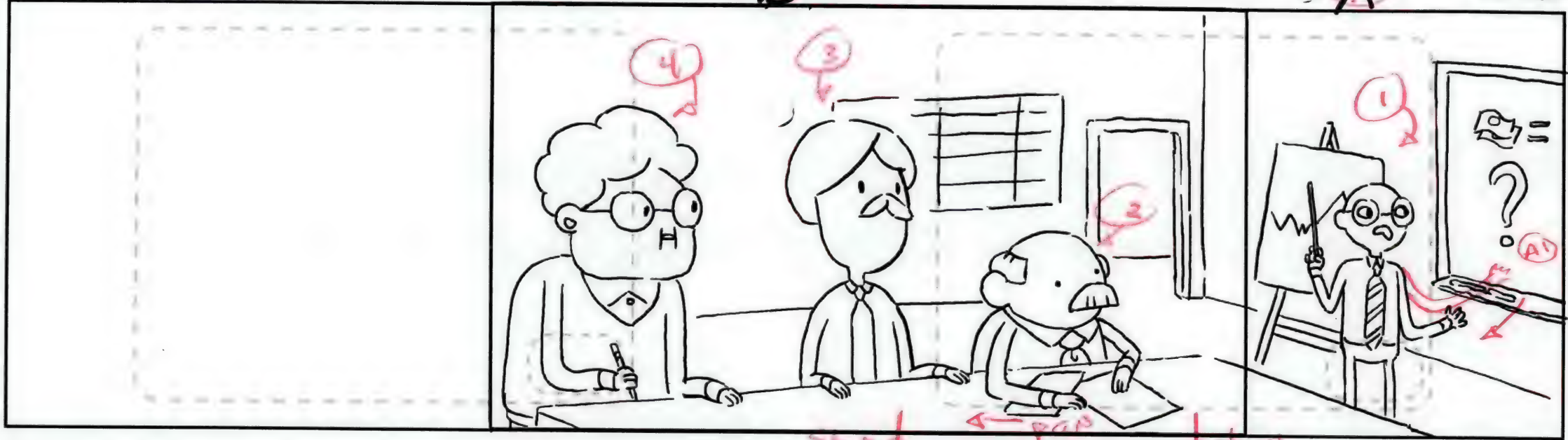
1034/242

ADVENTURE TIME



Page 206

day night



Dialog:

P/... and lived again.

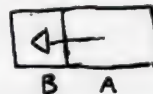
Action:

(guy in a board meeting)
TURNS PINK.

Timing:



CAM ADJ



DEC 02 2015



Production:

EPISODE # 1034-242

1034/242

1034/242

1034/242

ADVENTURE TIME



NO
SC
114

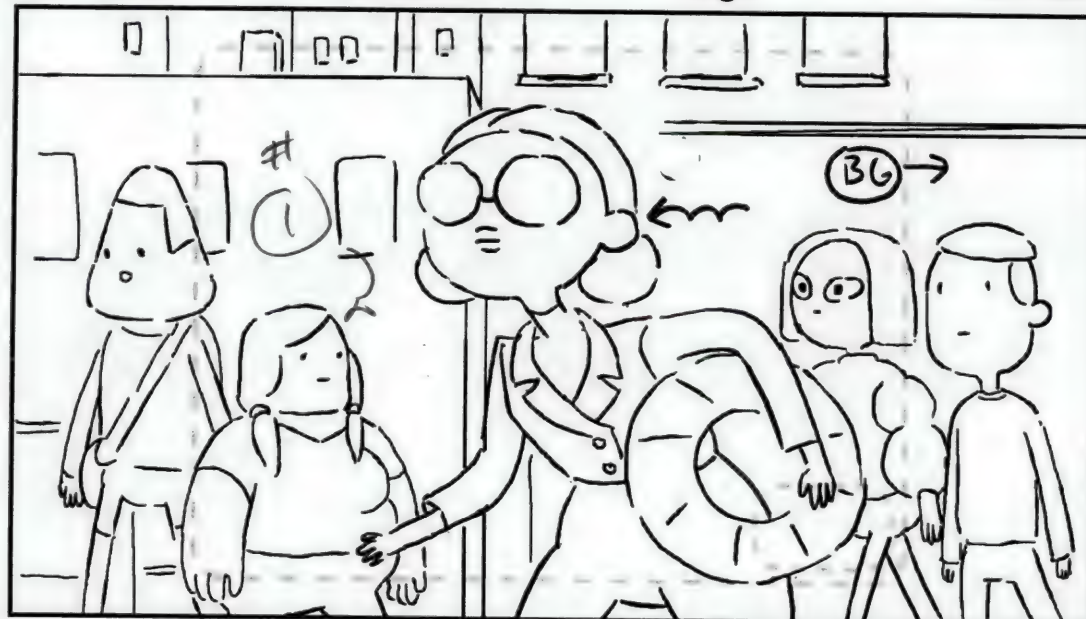
Page 207

Sc. 113

Pnl. A

Bg.

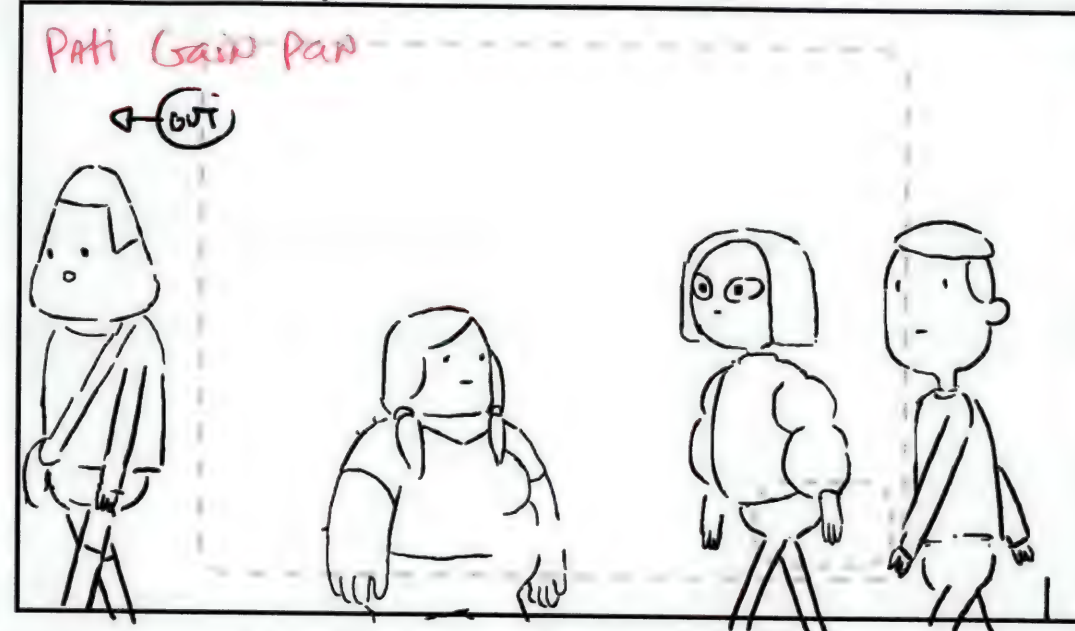
day night



Sc. 113 *cont* Pnl. B

Bg.

day night



Dialog:

(V/O)

P/ I was the
incarnation of
the Ice elemental
back in the day..

Action:

Timing:



DEC 02 2015

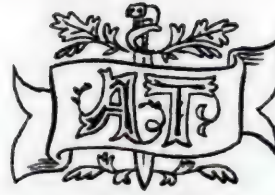
EPISODE # 1034-242

1034/242

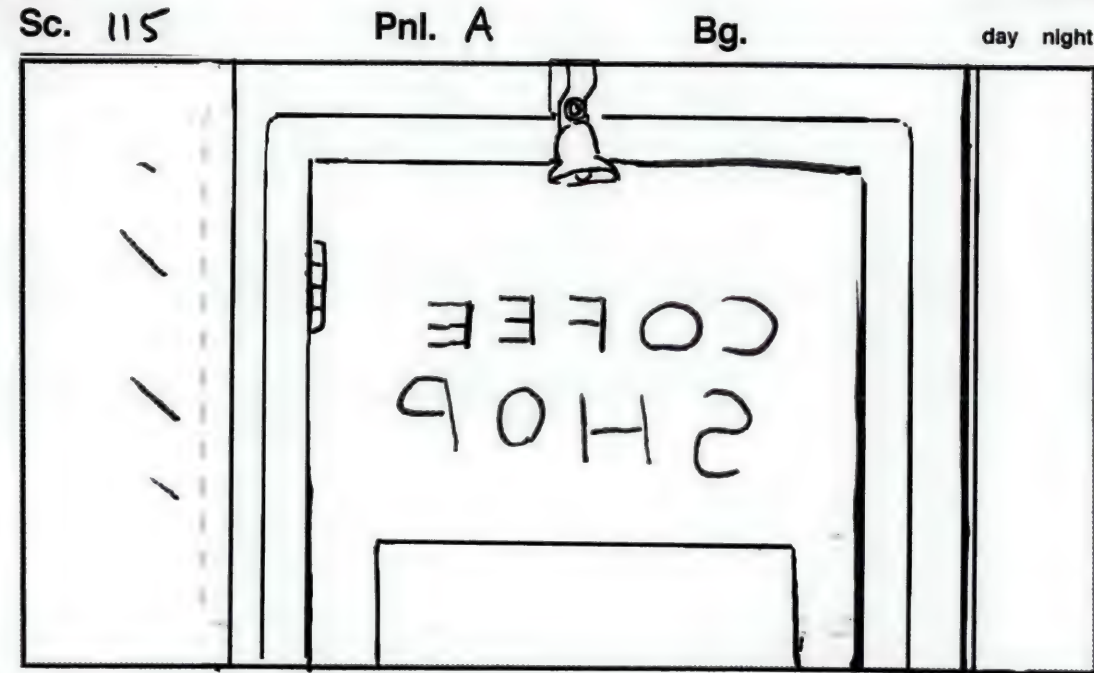
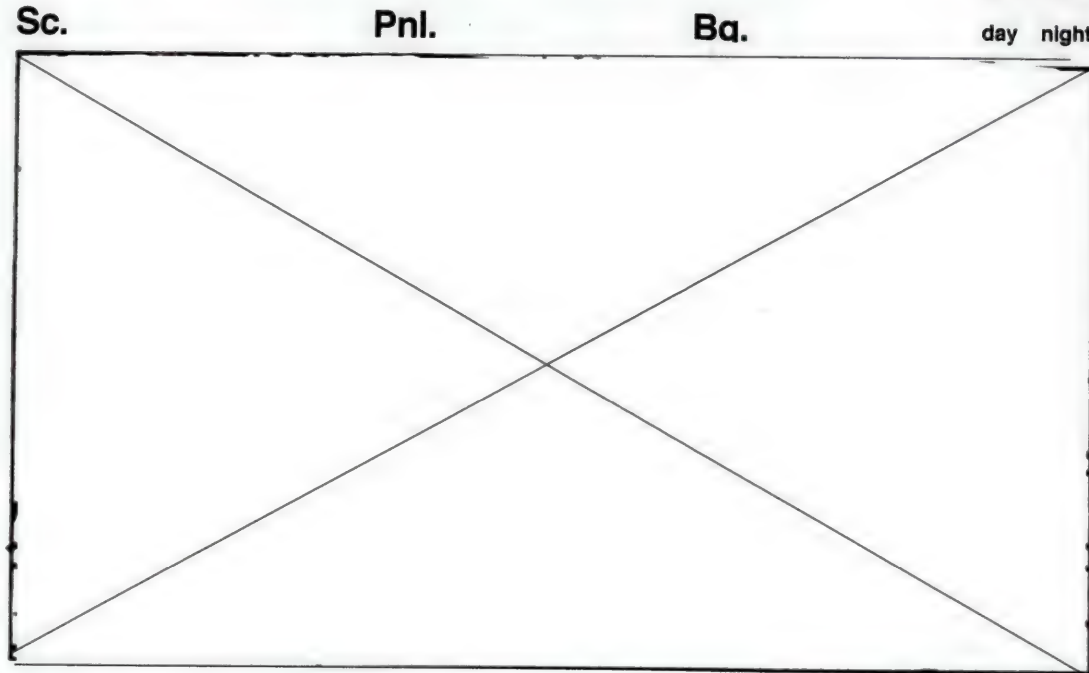
Production:

1034/242

ADVENTURE TIME



Page **208**



Dialog:

Action:

Timing:

(c.v.o.)
P/ and you guys
were there too



DEC 02 2015

EPISODE # **1034-242**

Production:

1034/242

1034-242

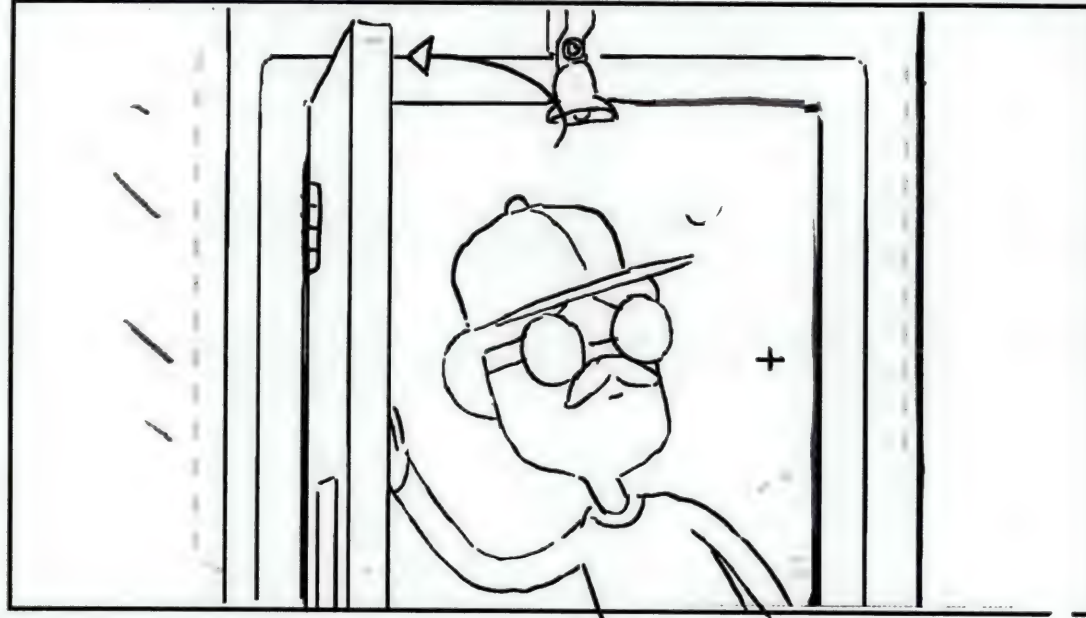
1034/242
1034-242

ADVENTURE TIME

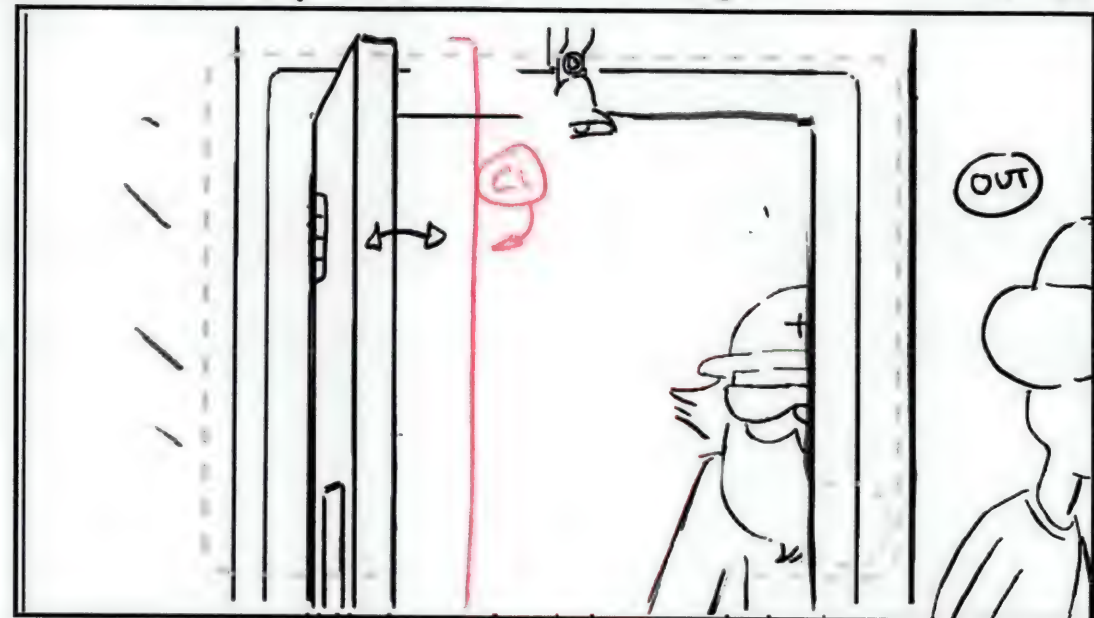


Page 209

Sc. 115 cont Pnl. B Bg. day night



Sc. 115 cont Pnl. C Bg. day night



Dialog:

Action:

Timing:



(RED SKIN)



DEC 02 2015

1034-242
EPISODE #

Production:

1034/242

1034/242

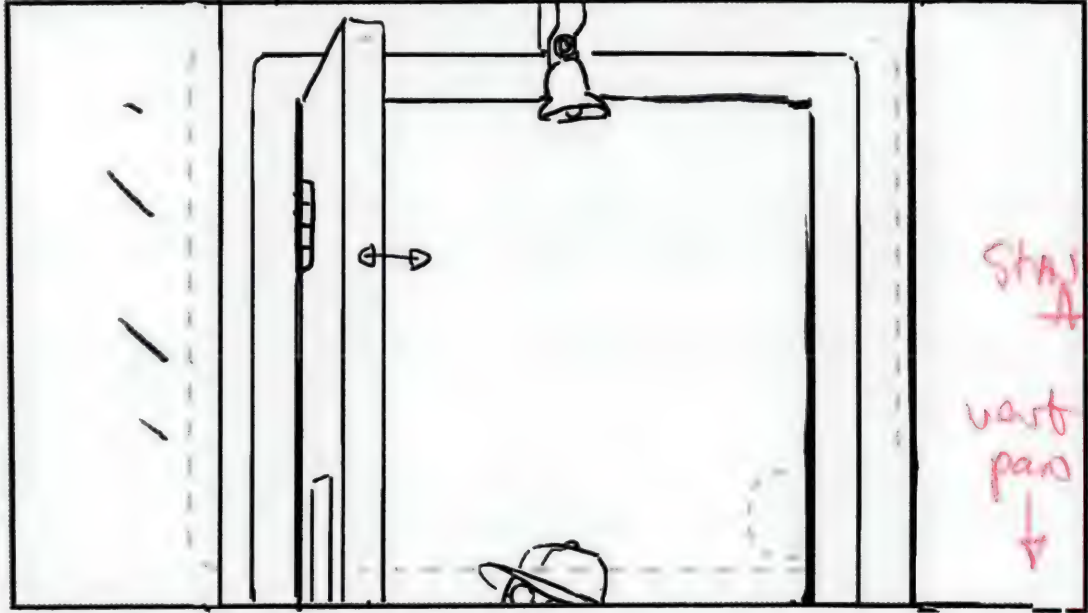
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1034/242

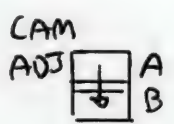
ADVENTURE TIME



Sc. 115 *CONT* Pnl. D Bg. day night



Dialog:



Action:

- PAN DOWN TO SHORT SLIME ELEMENTAL.

Timing:

Sc. 115 *CONT* Bg. day night



ADDITIONAL
POSES ON 210A (GREEN SKIN)

Page 210
210A next
day night

EPISODE # 1034-242

1034/242

Production:

(E)
stop

1034/242

1034/242

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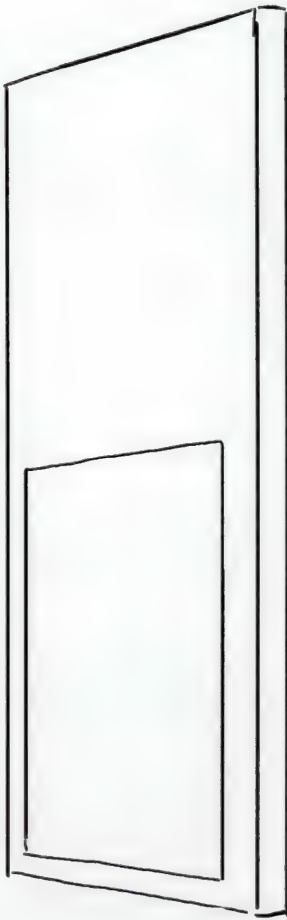
ADVENTURE TIME



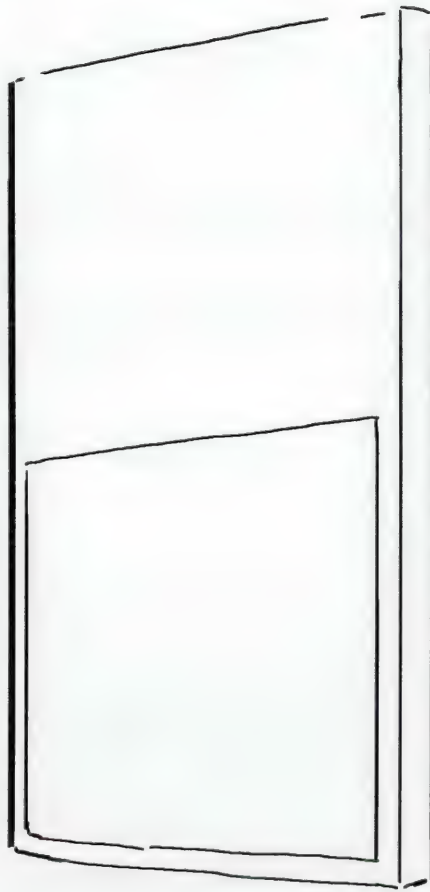
Page 210A
211 NEXT



E1



E2



E3



DEC 02 2015

Production:

EPISODE #

1034-242

1034/242

1034/242

ADVENTURE TIME



Page 211

Sc. 116

Pnl. A

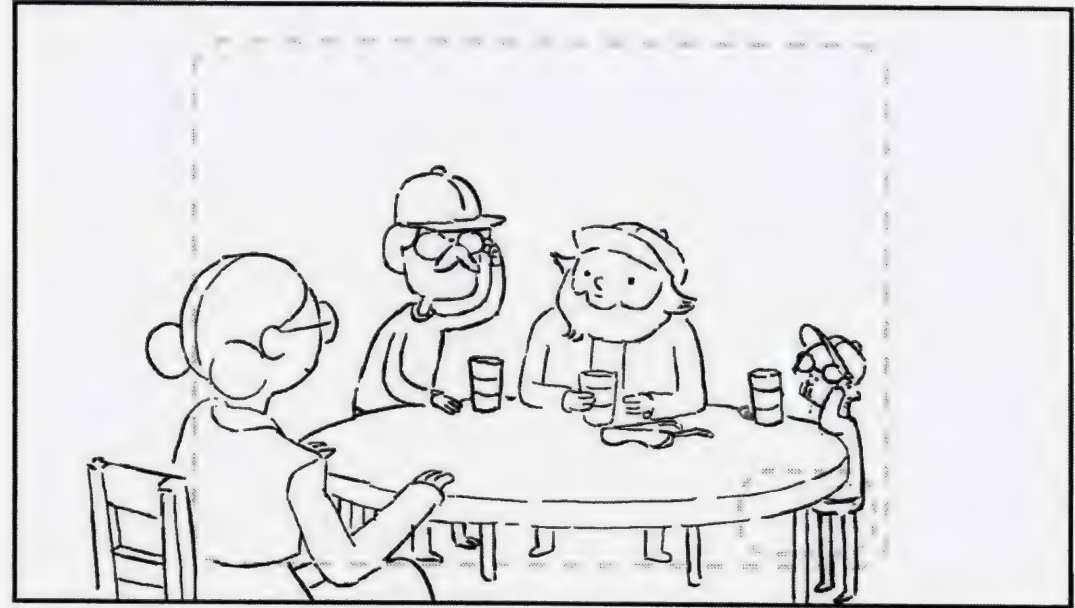
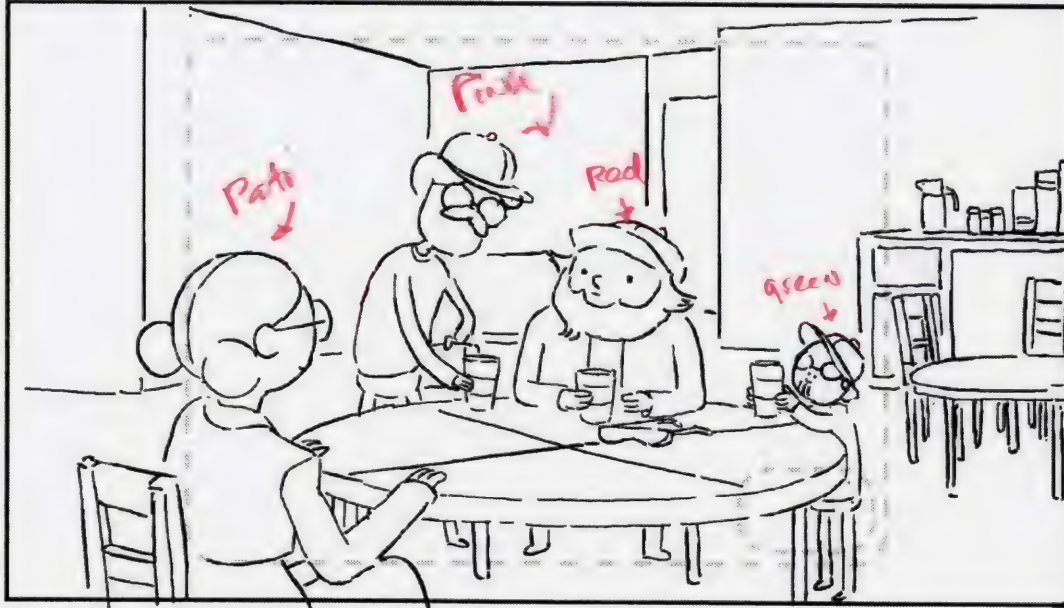
Bg.

day night

Sc. 116 *CONT* Pnl. B

Bg.

day night



Dialog:

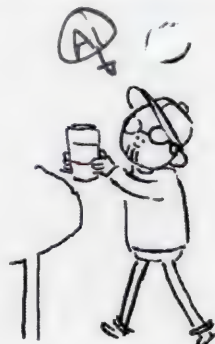
(CVR)
P/ we used to
get coffee
some times.

P/ It felt
good to be
around each
other...

Action:



Timing:



(COFFEE TABLE
LOOKS LIKE TOP
OF TOWER FROM 'EVERGREEN'

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034'242

ADVENTURE TIME



Page 212

Sc. 116 *CONT* Pnl. C

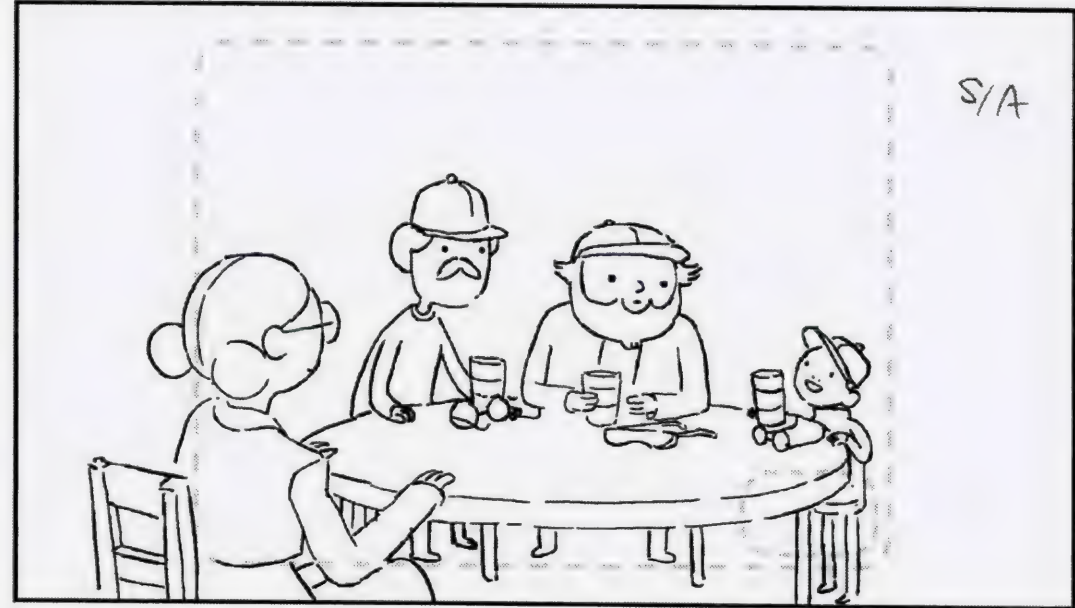
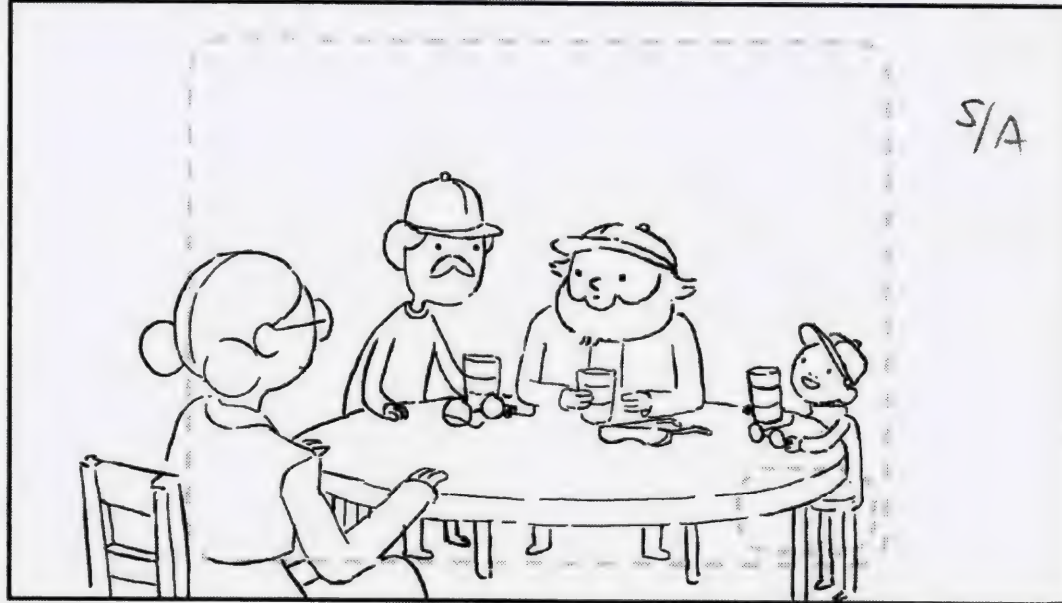
Bg.

day night

Sc. 116 *CONT* Pnl. D

Bg.

day night



Dialog:

Action:

DEC 02 2015

Timing:

1034-242

EPISODE #

1034, 242

Production:

1034/242

ADVENTURE TIME



Page 213

Sc. 117

Pnl. A

Bg.

day night



Sc. 117 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

(Fire dude lookin' around, make
sure nobody's watching)

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

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ADVENTURE TIME



Page 214

Sc. 117 *CONT* Pnl. C

Bg.

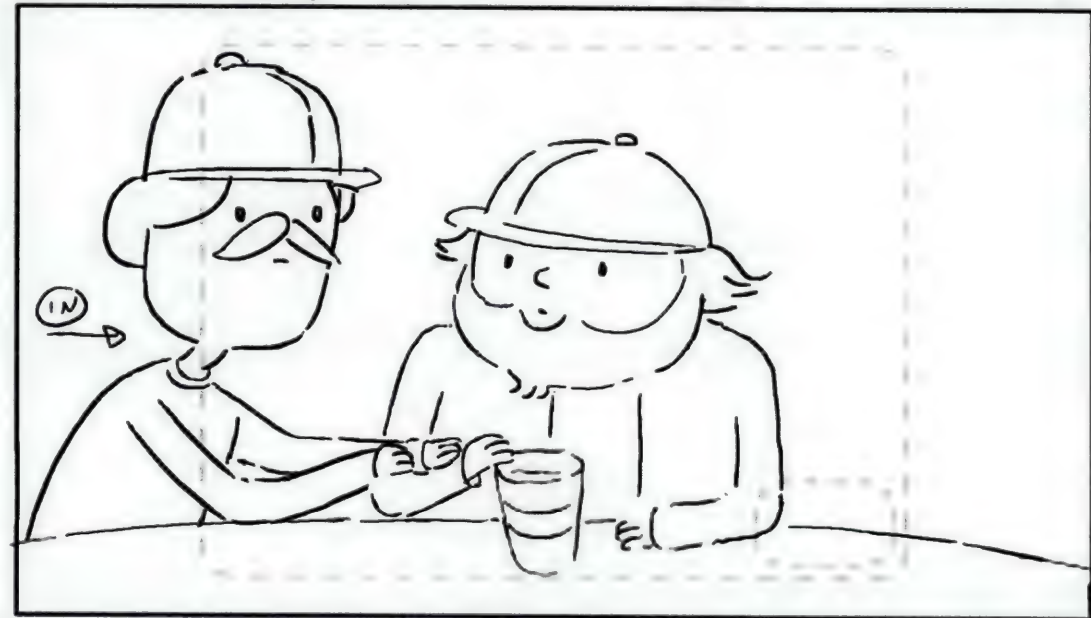
day night



Sc. 117 *CONT* Pnl. D

Bg.

day night



Dialog:

P) IT WAS A NON-MAGIC WORLD BACK THEN SO OUR
powers were limited

P: BUT EVEN
WEAK POWERS
HAD TO STAY
HIDDEN!

Action:



(zap zap)

(Fire dude zaps
his coffee with
a little heat)

(candy dude gently stops fire dude
From using his powers)

DEC 02 2015

Timing:

EPISODE # 1034-242

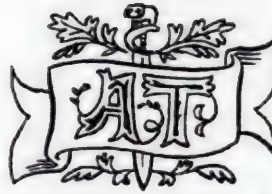
Production:

1034/242

1034/242

1034/242

ADVENTURE TIME

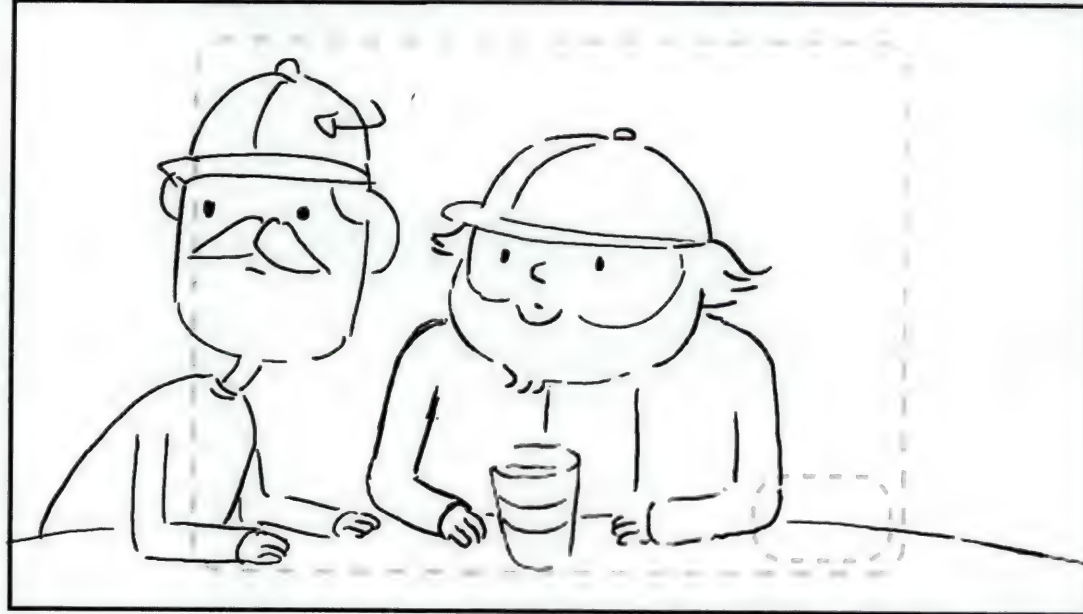


Page 215

Sc. 117 cont Pnl. E

Bg.

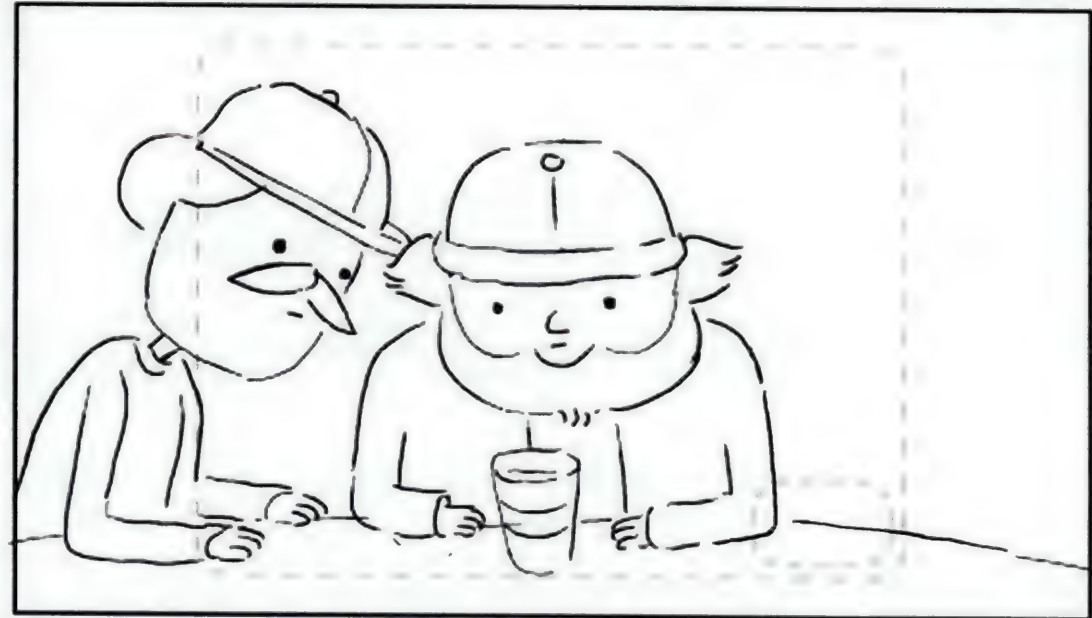
day night



Sc. 117 cont Pnl. F

Bg.

day night



Dialog:

SFX:

* VMM *

Action:

- CANDY DUDE LOOKS INTO CUP

DEC 02 2015

Timing:

EPISODE # 1034-242

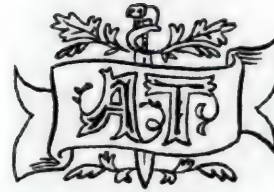
Production:

1034/242

1034/242

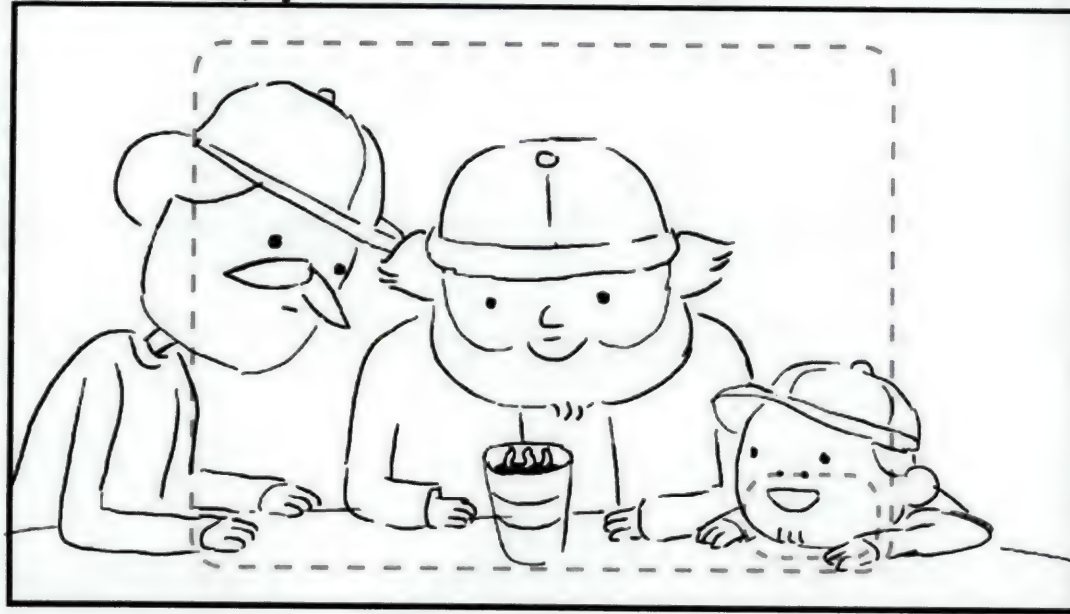
1034/242

ADVENTURE TIME



Page 216

Sc. 117 cont Pnl. G Bg. day night



Sc. 117 cont Pnl. H Bg. day night



Dialog:

P: ^(V.O) But as we gathered more and more, _____

Action:

- SLIME DURE SLIDES IN.

ANIMATE IN ON CUP

DEC 02 2015

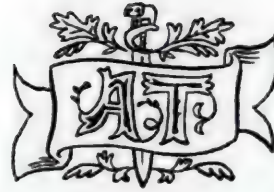
Timing:

EPISODE # 1034-242

Production:

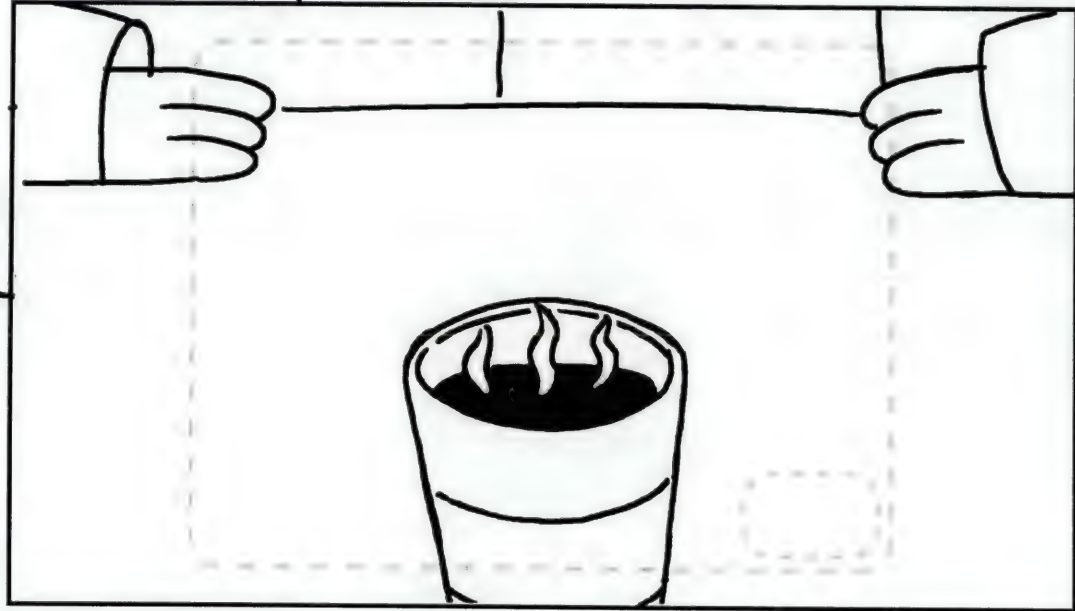
1034/242

ADVENTURE TIME

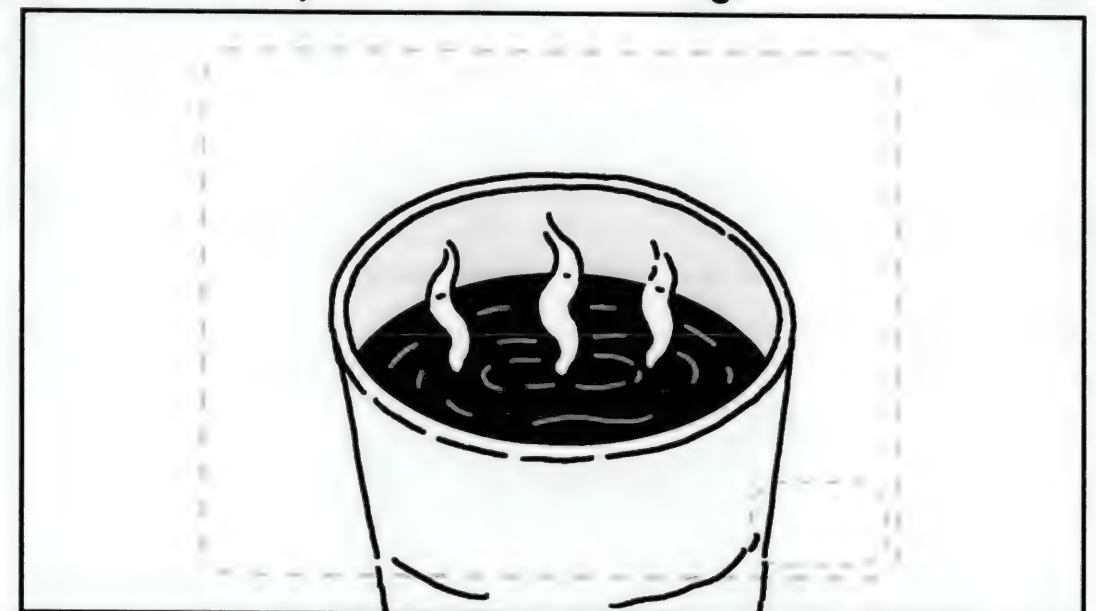


Page 217

Sc. 117 *cont* Pnl. I Bg. day night



Sc. 117 *cont* Pnl. J Bg. day night



Dialog:	(V.O.) <u>P</u> : WE began to see visions . . .
Action:	
Timing:	

DEC 02 2015

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EPISODE #

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Production:

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1034/242

ADVENTURE TIME



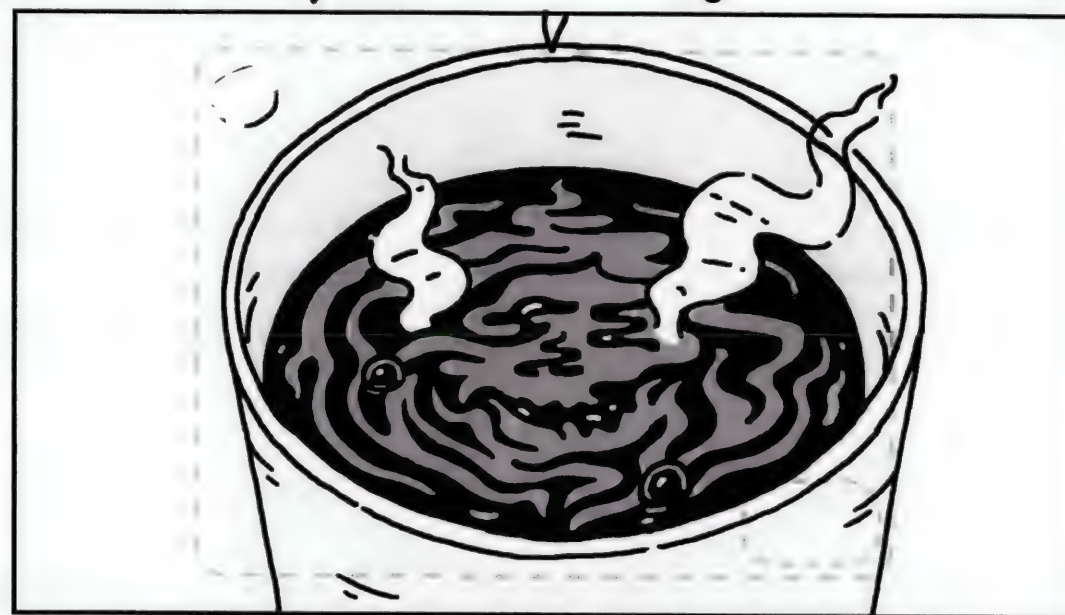
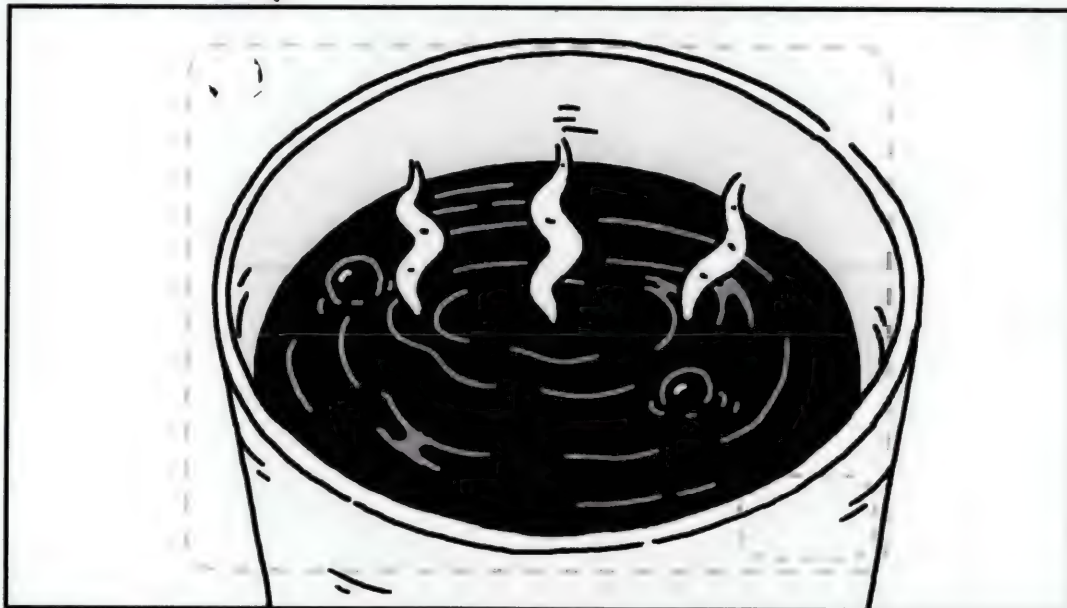
Page **218**

Sc. 117 *cont* Pnl. **K** Bg.

day night

Sc. 117 *cont* Pnl. **L** Bg.

day night

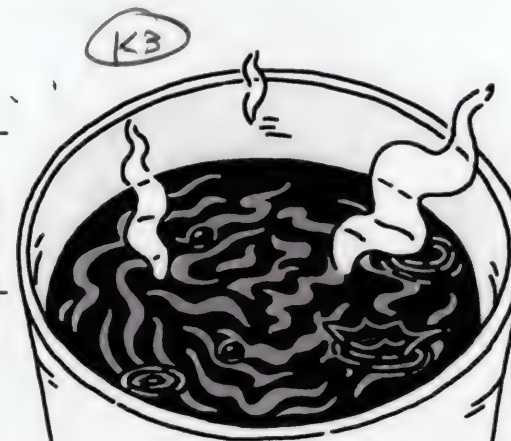


Dialog:

P: (V.O) ... VISIONS of The Future.

Action:

Timing:



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Production:

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ADVENTURE TIME



Page 219

Sc. 117 cont Pnl. M Bg. day night



Sc. 117 cont Pnl. N Bg. day night



Dialog:		
Action:		- IMAGE of LICH APPEARS IN COFFEE -
Timing:		DEC 02 2015

CYCLE : (M) (MI)

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Production:

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1034/242

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ADVENTURE TIME



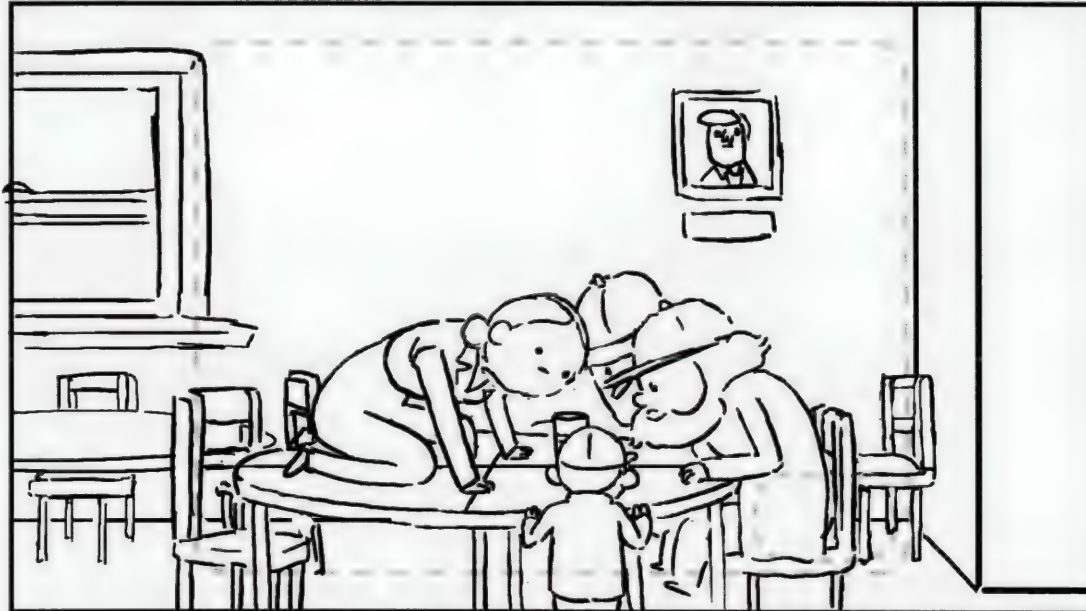
Page 220

Sc. 118

Pnl. A

Bg.

day night



Sc. 118 cont

Pnl. B

Bg.

day night



Dialog:

(V/O)
P/ we sensed that the world was about to
go through a transition..

Action:

-ELEMENTALS RECOIL.

DEC 02 2015

Timing:

EPISODE # 1034-242

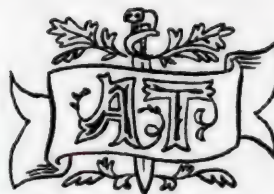
1034/242

Production:

1034/242

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ADVENTURE TIME

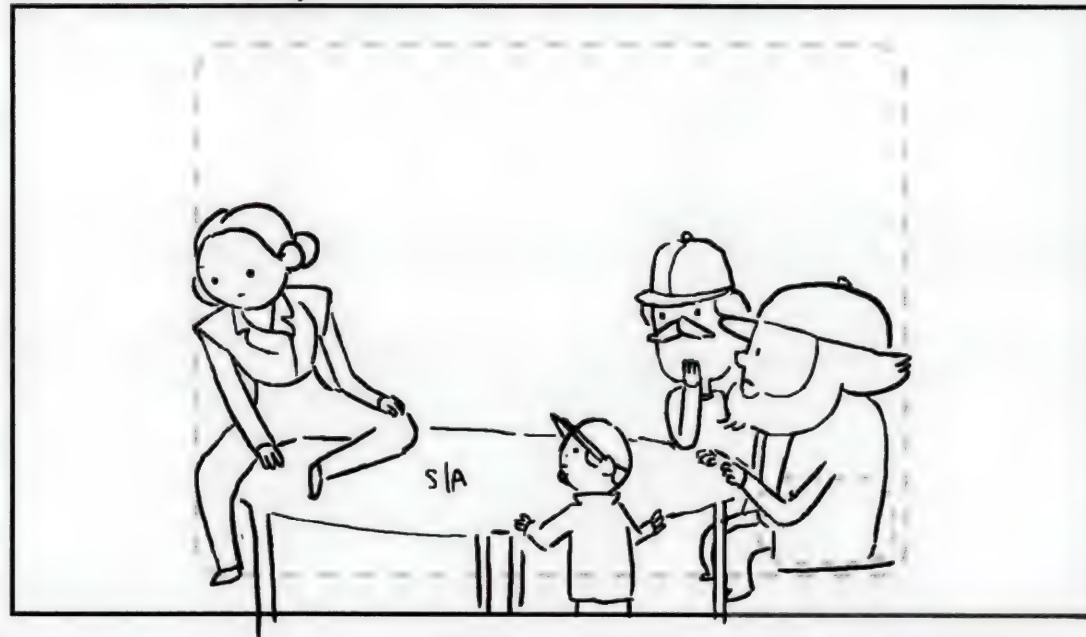


Page 221

Sc. 118 CONT Pnl. C

Bg.

day night



Sc. 119

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



(v.o.)
P/ AN EPIC
CATAclysm --

(candy dude is
mouthing the words)

DEC 02 2015

EPISODE # 1034-242

Production:

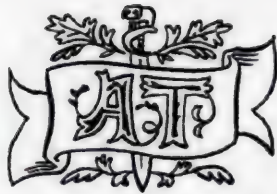
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ADVENTURE TIME



Sc. 119 cont Pnl. B Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog:

P/ (v.o) THAT WE
PROBABLY
WOULDN'T
SURVIVE .

Action:

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242

ADVENTURE TIME

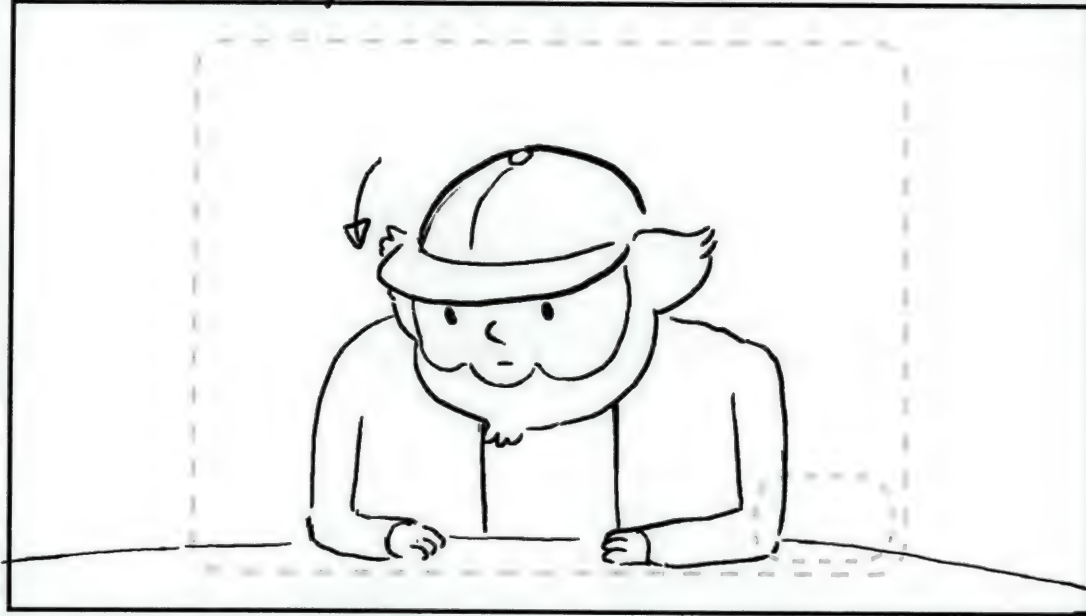


Page 223

Sc. 120 cont Pnl. B

Bg.

day night

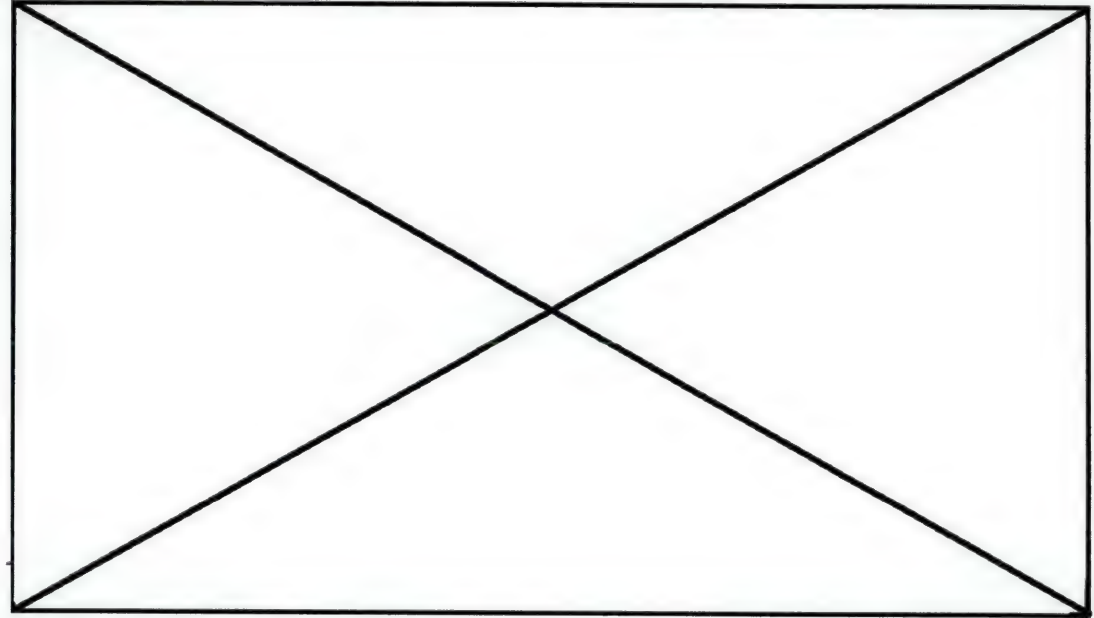


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

DEC 02 2015

Timing:

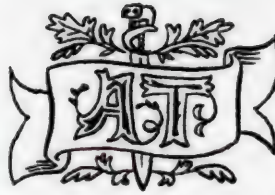
EPISODE # 1034-242

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Production:

1034/242

ADVENTURE TIME



Page 224

Sc. 121

Pnl. A

Bg.

day night



Sc. 122

Pnl. A

Bg.

day night



Dialog:

Pato (V) It was scary to think
about perishing

Pato (V) But...

Action:

- SLIME DUDE LOOKS TO PATIENCE.

Timing:



(A)

DEC 02 2015

EPISODE # 1034-242

Production:

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1034/242

ADVENTURE TIME

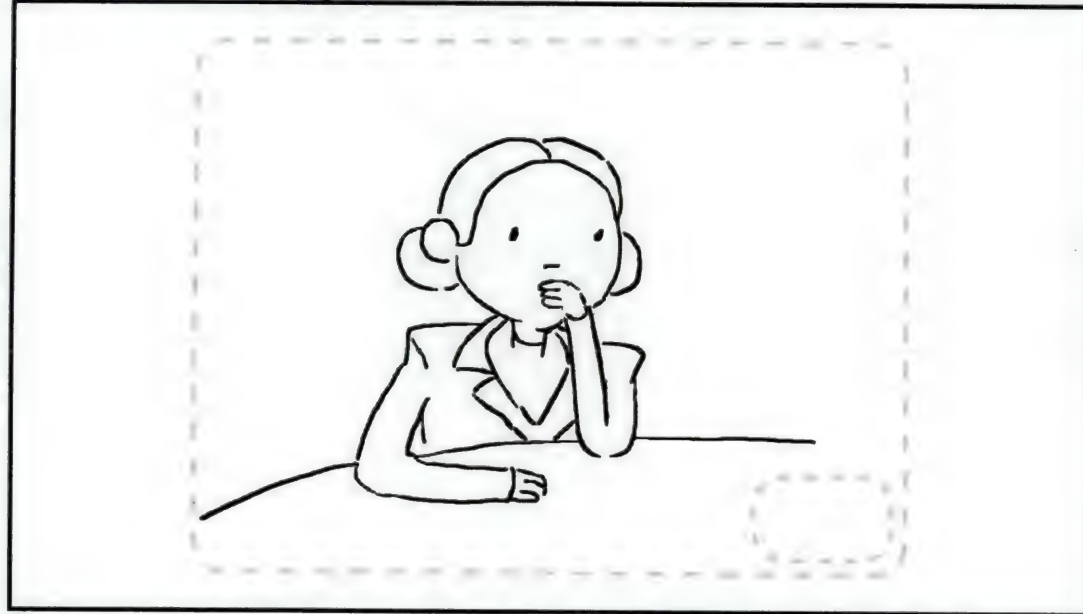


Page 225

Sc. 122 *cont* Pnl. B

Bg.

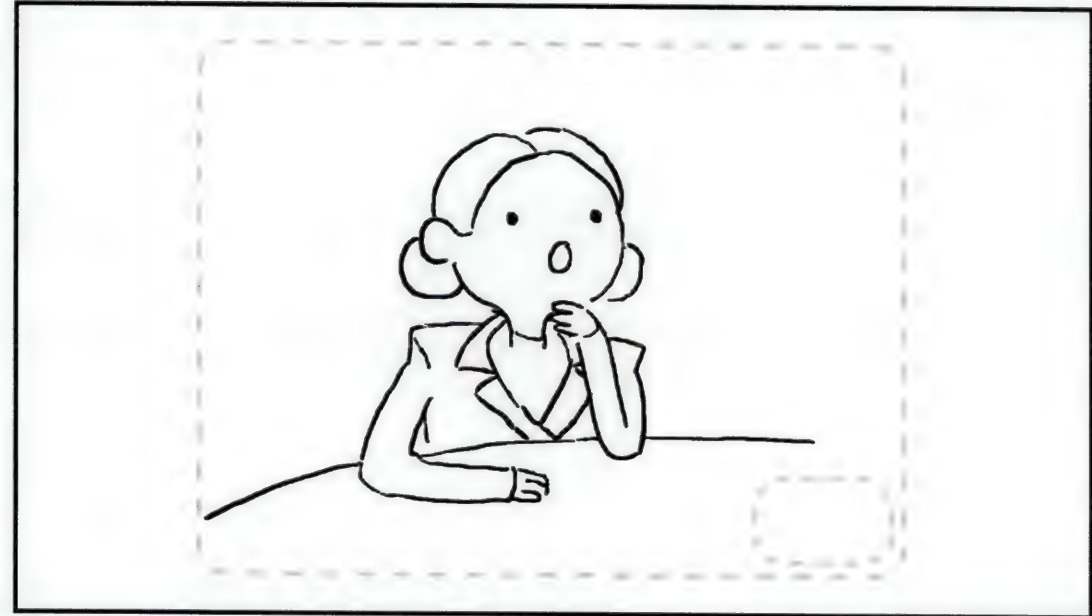
day night



Sc. 122 *cont* Pnl. C

Bg.

day night



Dialog:

Pat: (vo) Then I was like

Action:

Pat: Hey what if we

Timing:

DEC 02 2015

Production:

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1034/242

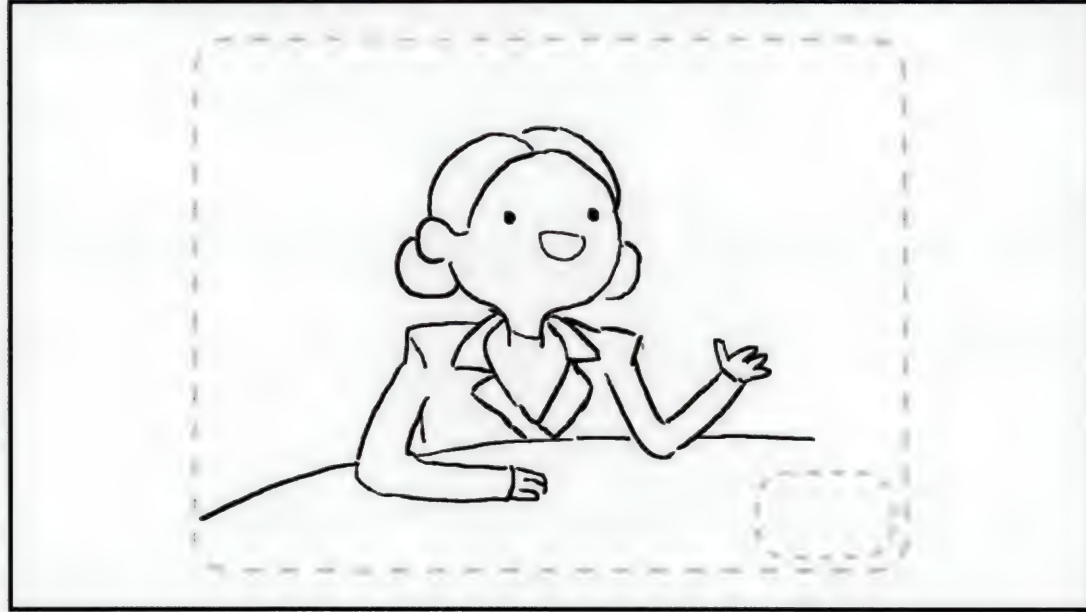
1034/242

ADVENTURE TIME

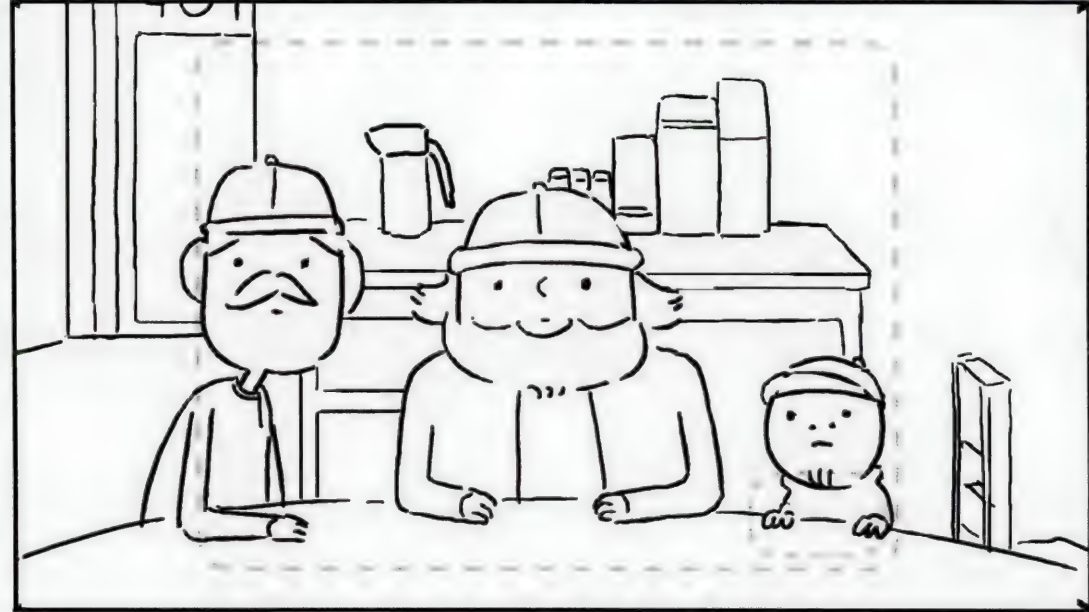


Page 226

Sc. 122 cont Pnl. D Bg. day night



Sc. 123 Pnl. A Bg. day night



Dialog:

P/ ...
... don't perish?"

(v.e.)
P/ "what if I freeze us and
we wait out this transition?"

Action:

DEC 02 2015

Timing:

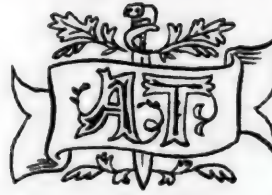
EPISODE # 1034-242

Production:

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1034/242

ADVENTURE TIME

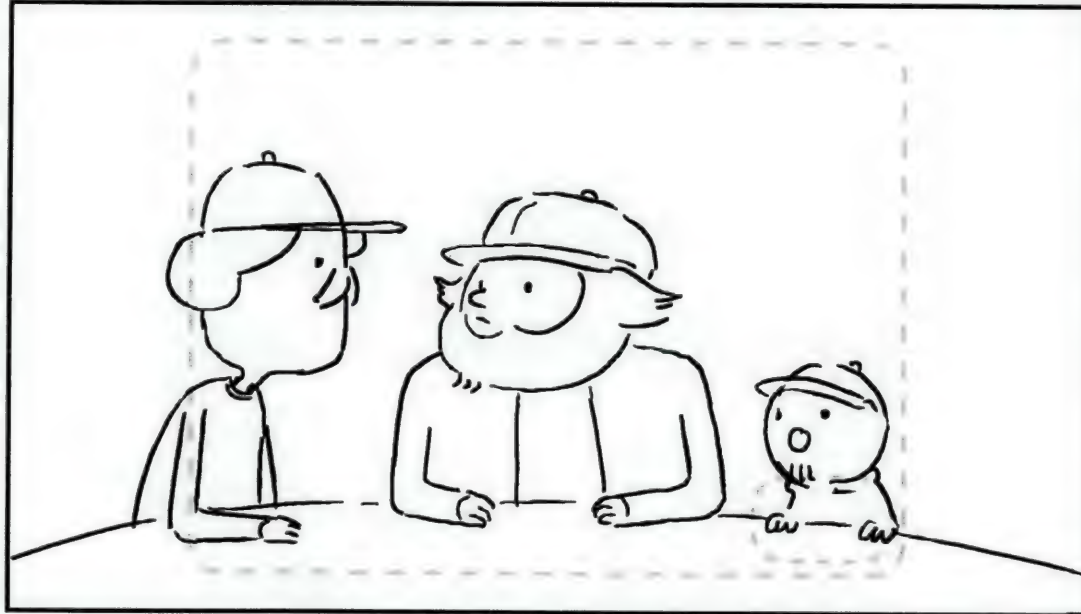


Page **227**

Sc. **123 cont** Pnl. **B**

Bg.

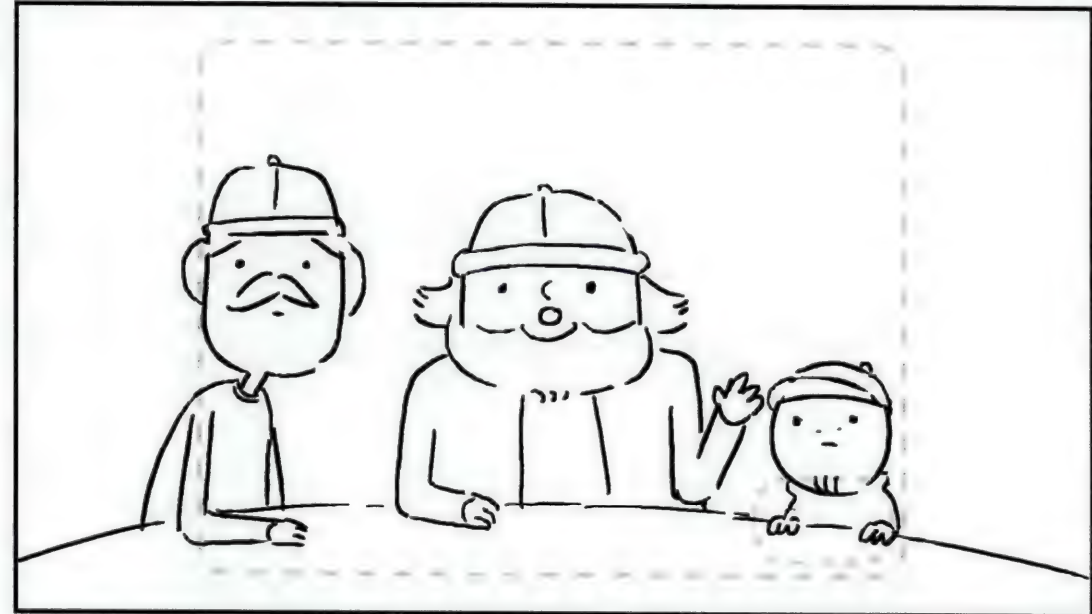
day night



Sc. **123 cont** Pnl. **C**

Bg.

day night



Dialog:

^(V.O.)
P/ ... but the old versions of y'all
werent into it

^(V.O.)
P/ said you accepted that the elements
you embodied would live on..

Action:

- FIRE DUDE MOUTHS DIALOG.

Timing:

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Production:

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ADVENTURE TIME



Page 228

Sc. 123 A

Pnl. A

Bg.

day night



Sc. 123 A *cont* Pnl. B

Bg.

day night



Dialog:

(v.g.)
P/.. said I was
in denial or
something..

Action:

DEC 02 2015

Timing:

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EPISODE #

1034/242

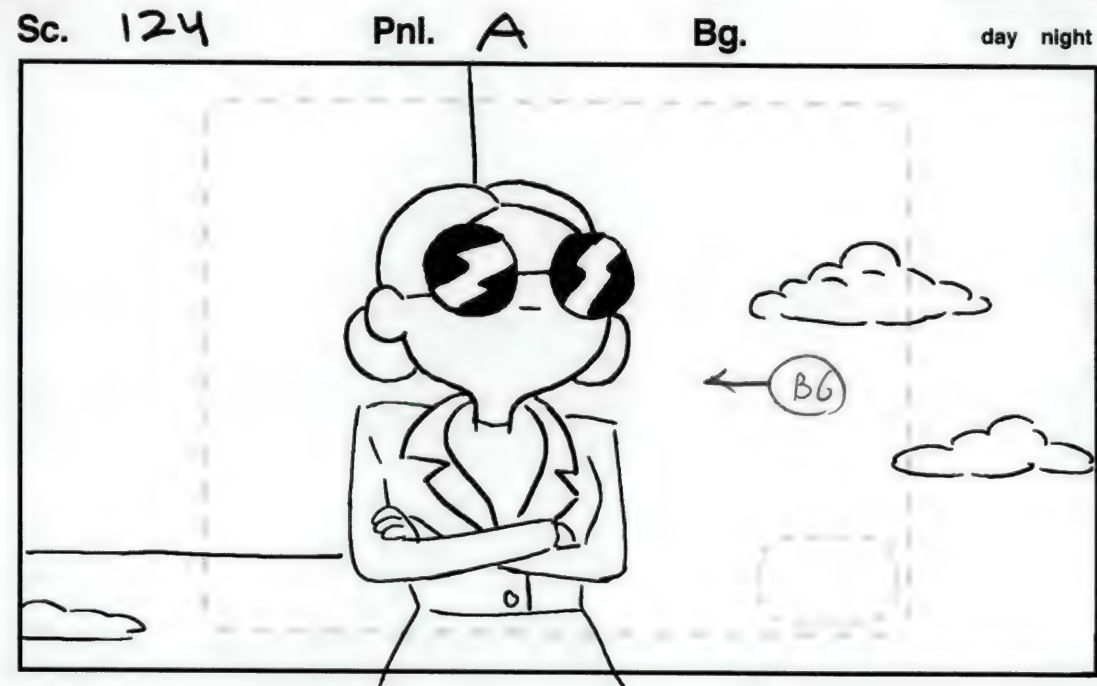
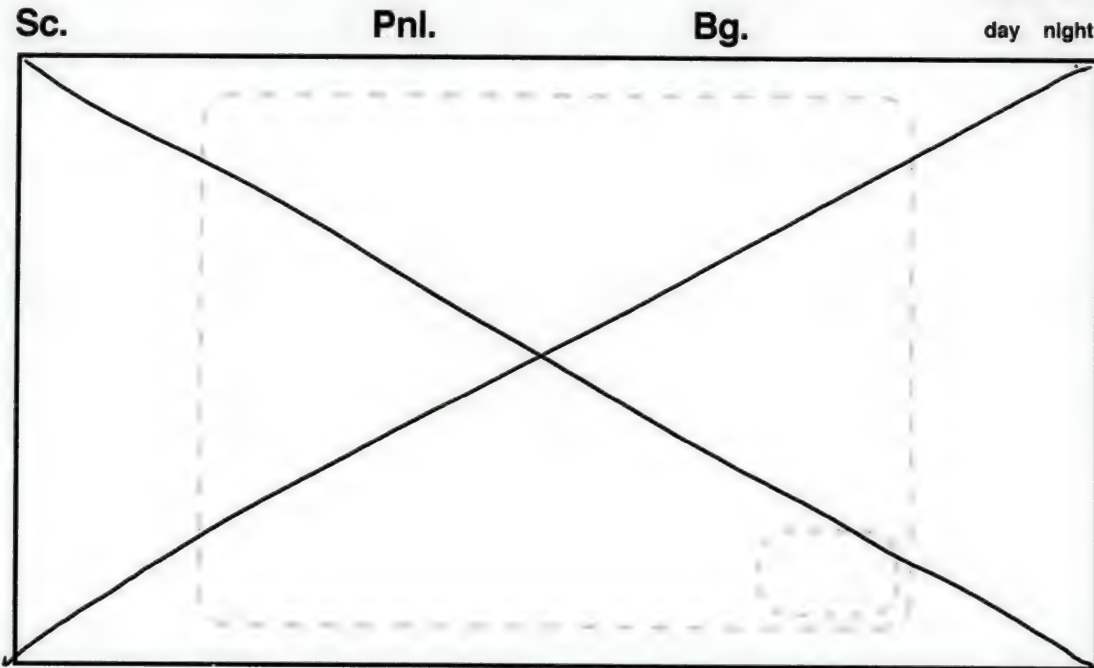
Production:

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ADVENTURE TIME



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Dialog:

Pat (w) So I WENT out
ALONE

Action:

- X DISSOLVE TO PATIENCE ON BOAT

DEC 02 2015

Timing:

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Production:

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ADVENTURE TIME

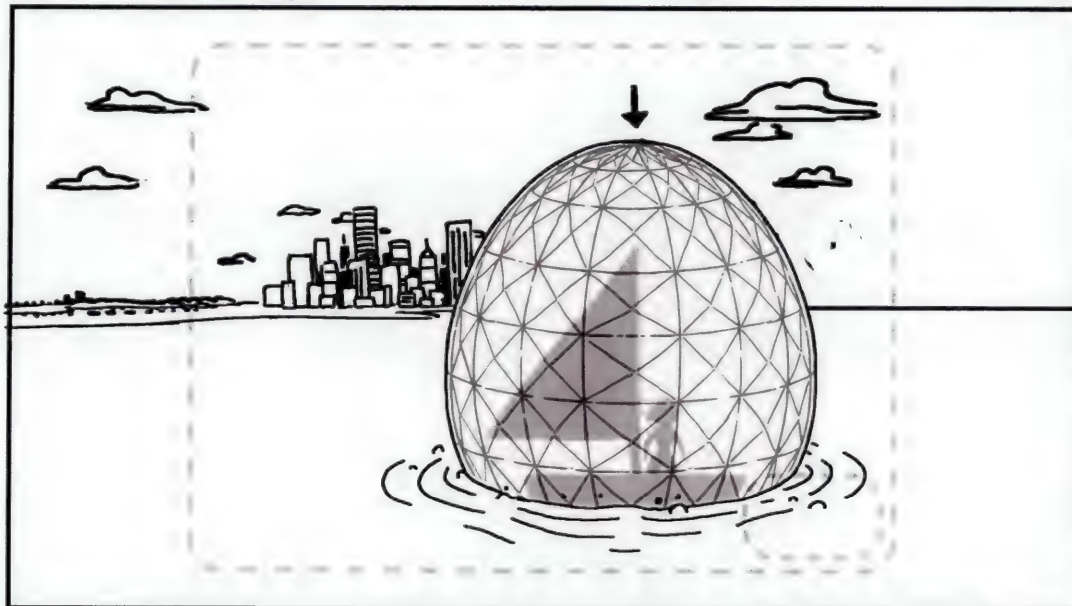


Page 231

Sc. 125 *cont* Pnl. C

Bg.

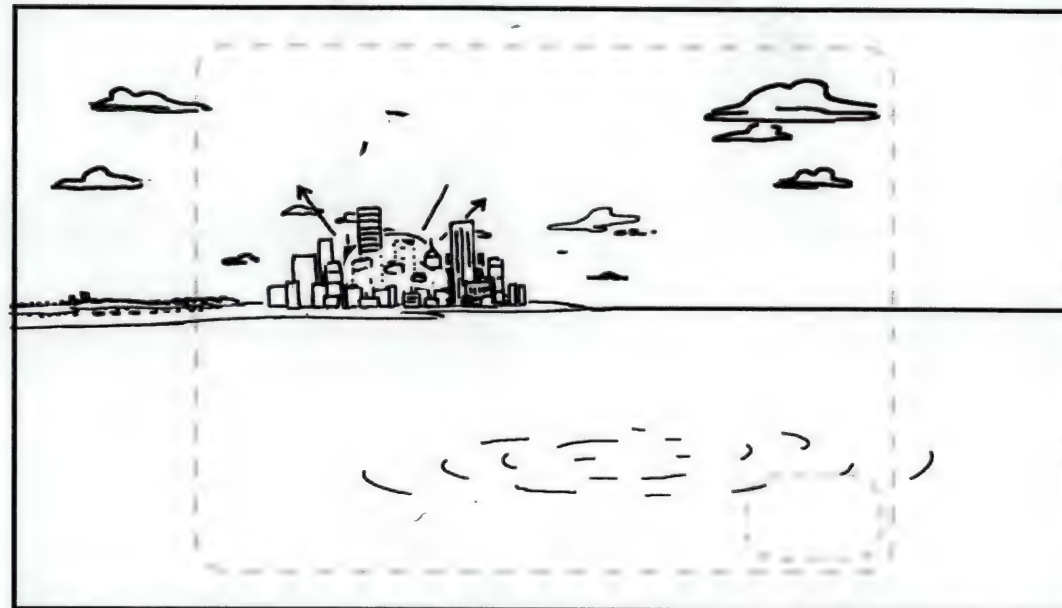
day night



Sc. 125 *cont* Pnl. D

Bg.

day night

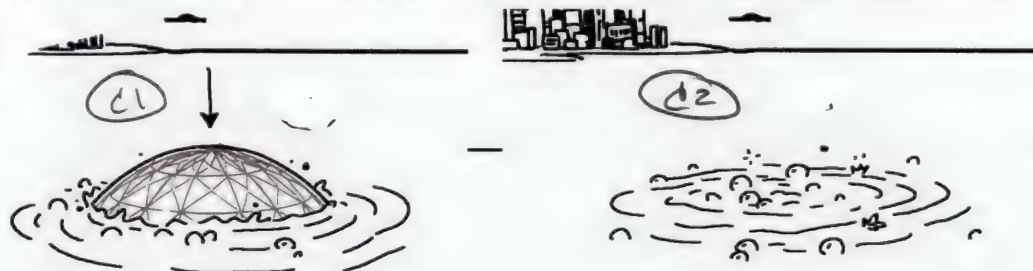


Dialog:

Action:

- egg sinks

Timing:



- SKYLINE EXPLODES

Production:

EPISODE #

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1034/242

ADVENTURE TIME



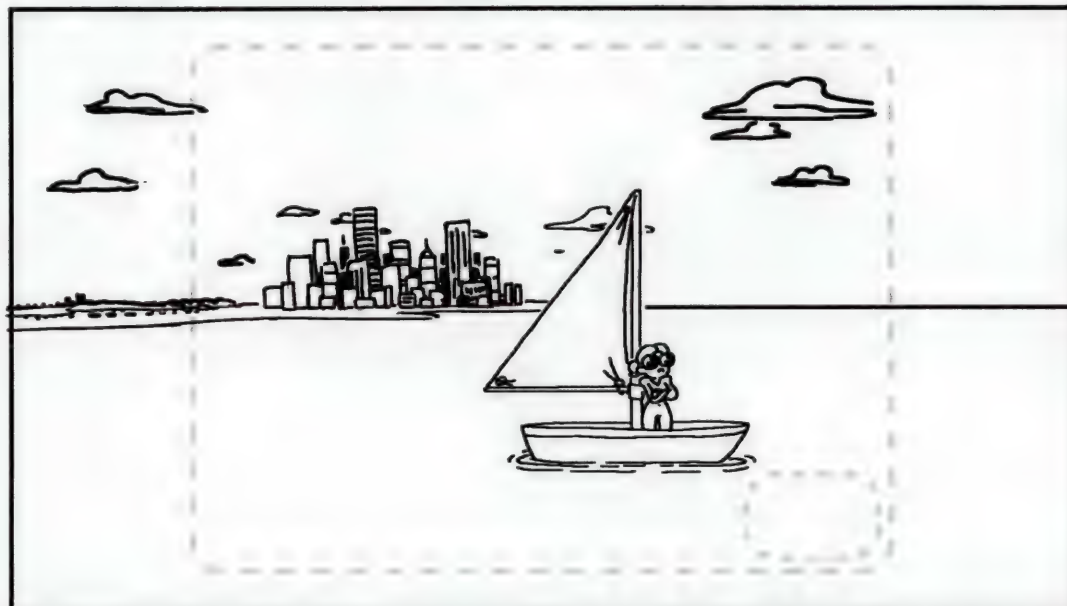
Page **230**

Sc. **125**

Pnl. **A**

Bg.

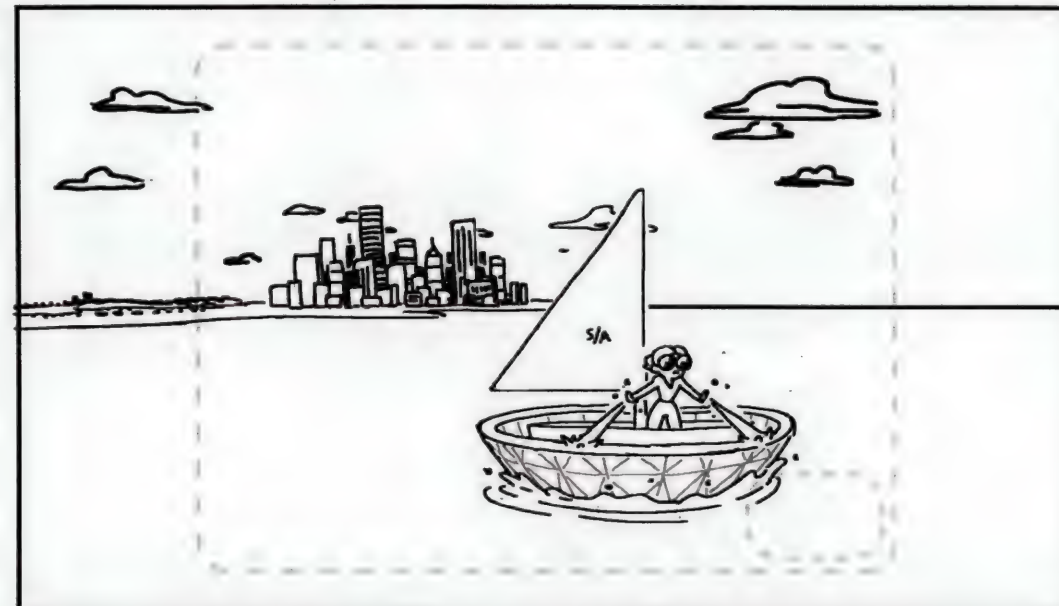
day night



Sc. **125 cont** Pnl. **B**

Bg.

day night



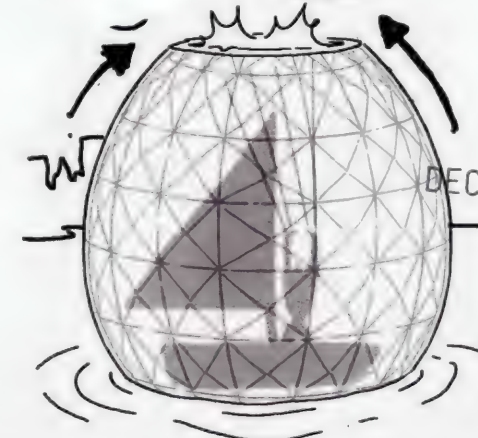
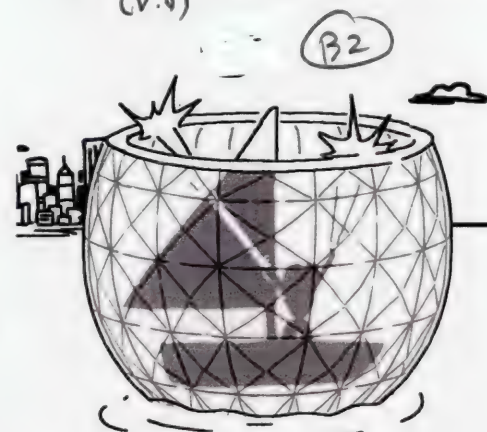
Dialog:

Action:

- P. Forms ice egg around
Herself & boat.

Timing:

P: ... AND FROZE MYSELF ...
(V.9)



DEC 02 2015

Production:

EPISODE # **1034-242**

1034/242

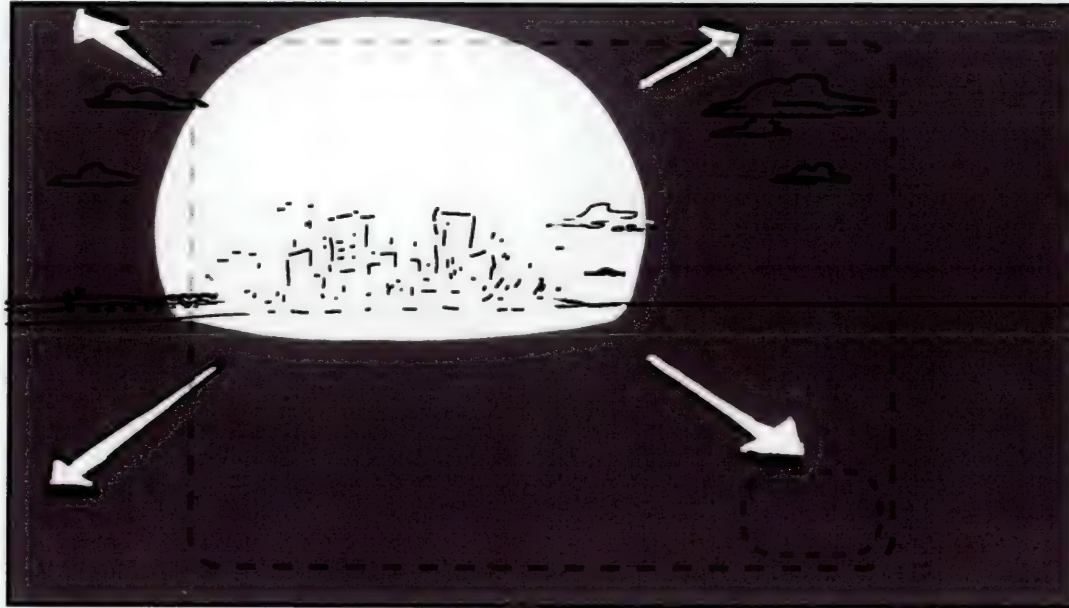
1034/242

ADVENTURE TIME



Page 232

Sc. 125 cont Pnl. E Bg. day night



Sc. 125 cont Pnl. F Bg. day night



Dialog:

SFX: BOOM

Action:

- WHITE OVERTAKES FRAME

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

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ADVENTURE TIME



Page 233

Sc. 125 cont Pnl. 6

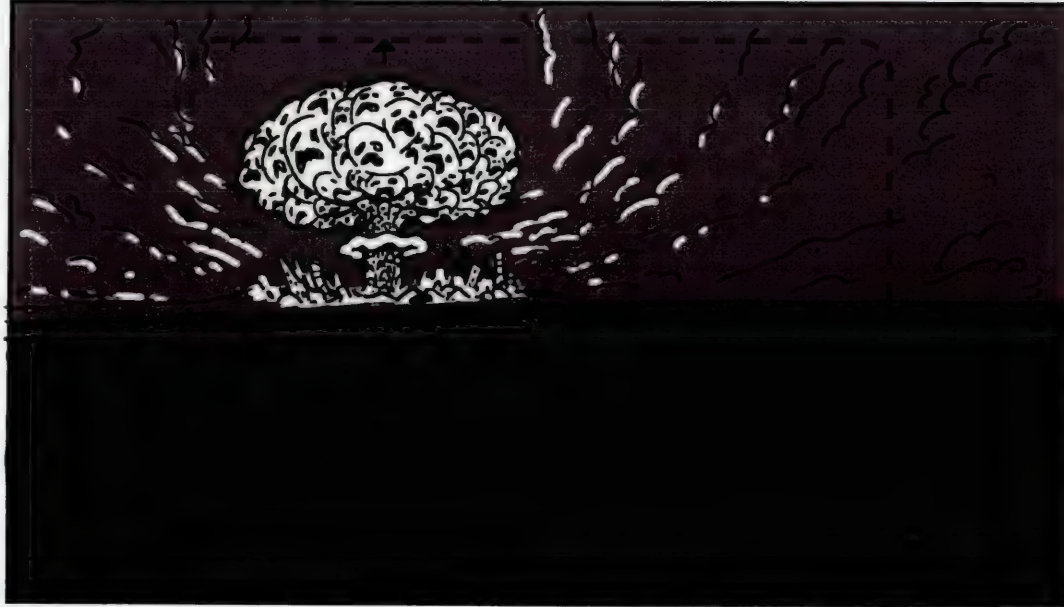
Bg.

day night

Sc. 125 cont Pnl. H

Bg.

day night



Dialog:

P: AND ALL OF YOU BIT IT.
(V.O)

Action:

- SLOW FADE IN FROM WHITE.
- GHOUL/MUSHROOM CLOUD RISES.

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

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1034/242

ADVENTURE TIME



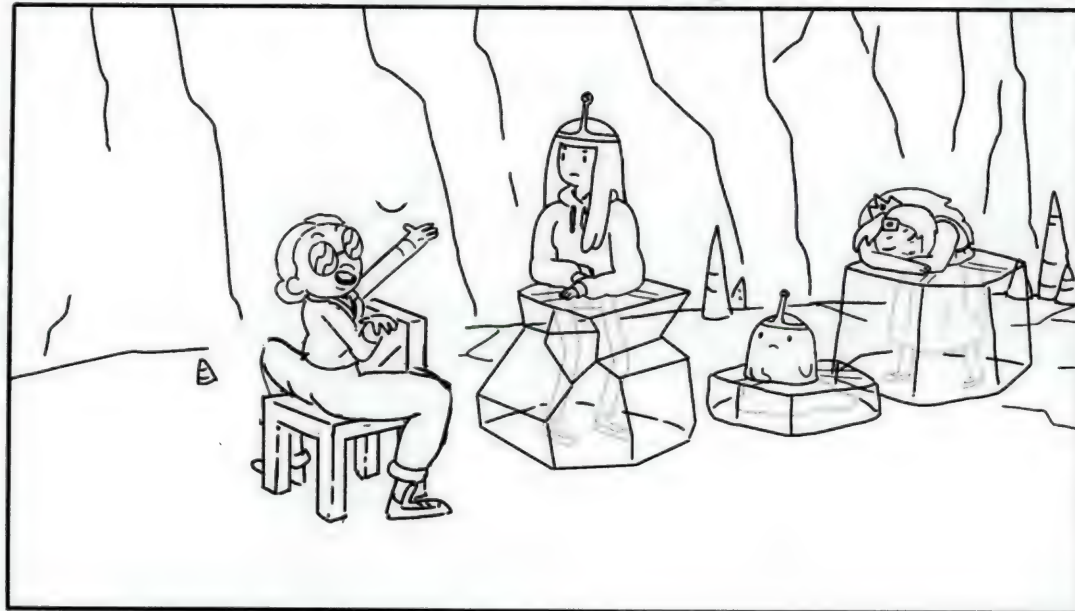
Page 234

Sc. 126

Pnl. A

Bg.

day night

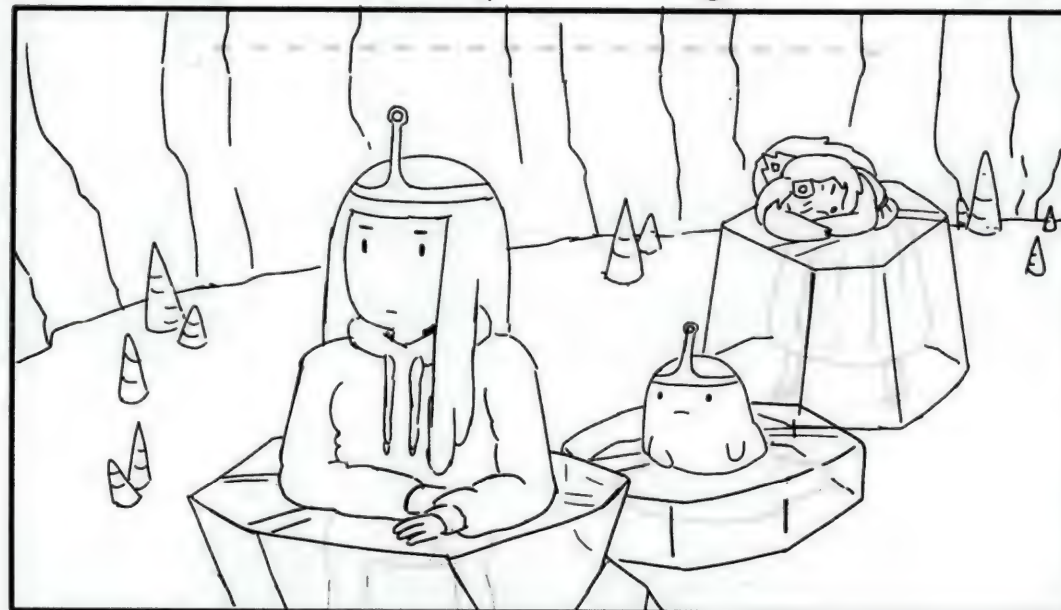


Sc. 127

Pnl. A

Bg.

day night



Dialog: P: But now you're back!

Pat: (VO) and this world

Action:

Timing:



DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

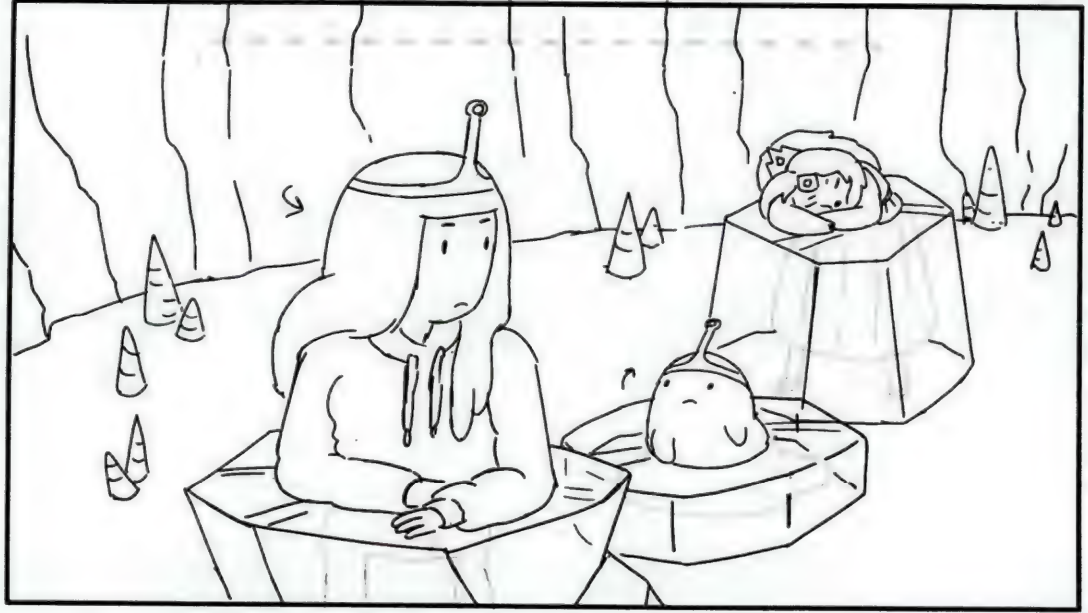
1034/242

ADVENTURE TIME

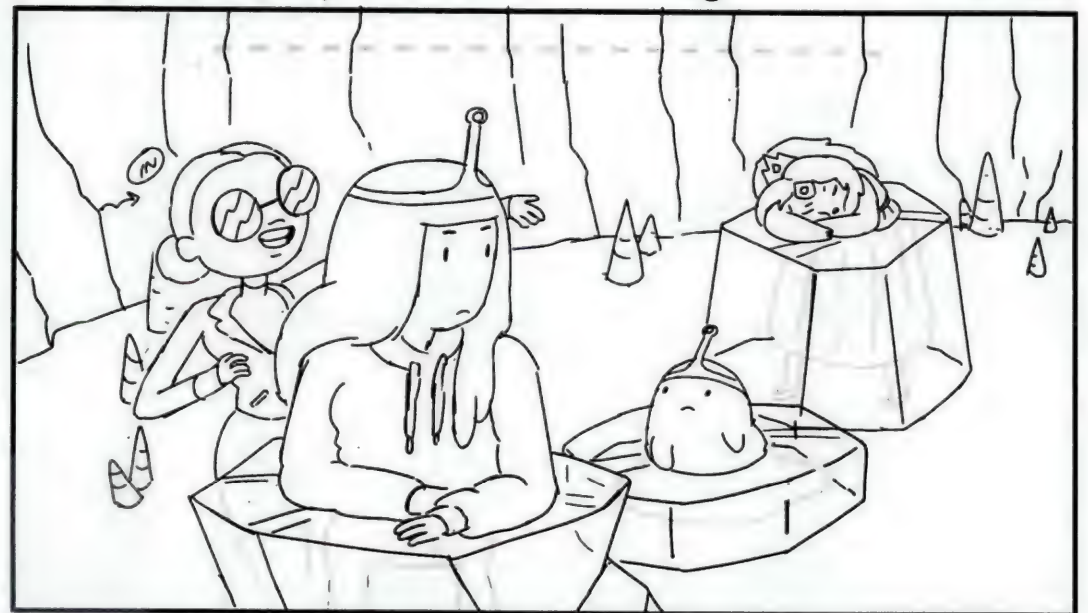


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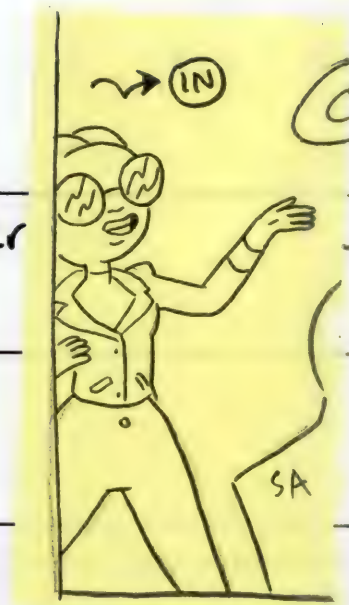
Sc. 127 cont Pnl. B Bg. day night



Sc. 127 cont Pnl. C Bg. day night



Dialog:	<u>Pati (Voi)</u> is crazy	<u>Pati</u> Right
Action:	- PB & SP look at each other	- P. walks in behind them
Timing:		DEC 02 2015



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Production:

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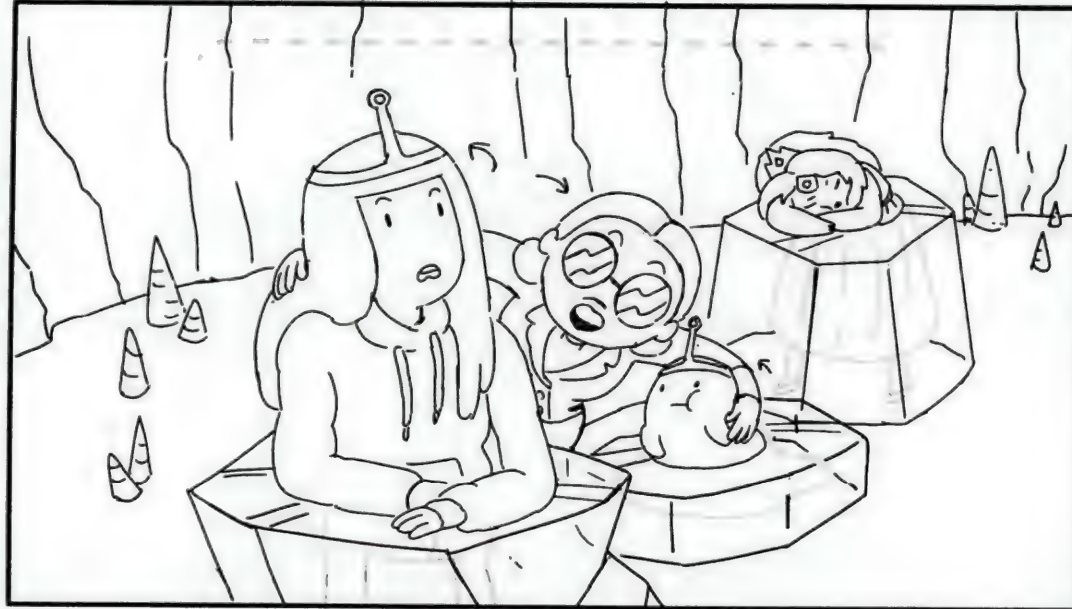


Page **236**

Sc. **127 cont** Pnl. **D**

Bg.

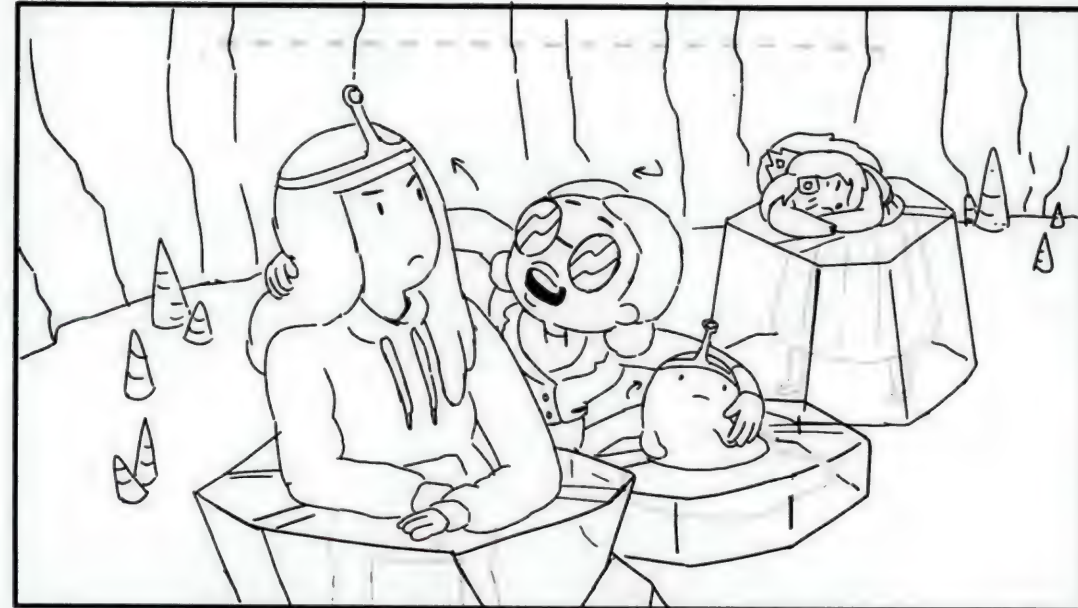
day night



Sc. **127 cont** Pnl. **E**

Bg.

day night



Dialog:

P: And this world is crazy,
right?

P: You got weird old wizards and
talking dogs?!

Action:

P, puts arms around PB & SP

DEC 02 2015

Timing:

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ADVENTURE TIME



Page **237**

Sc. 127 *cont* Pnl. F

Bg.

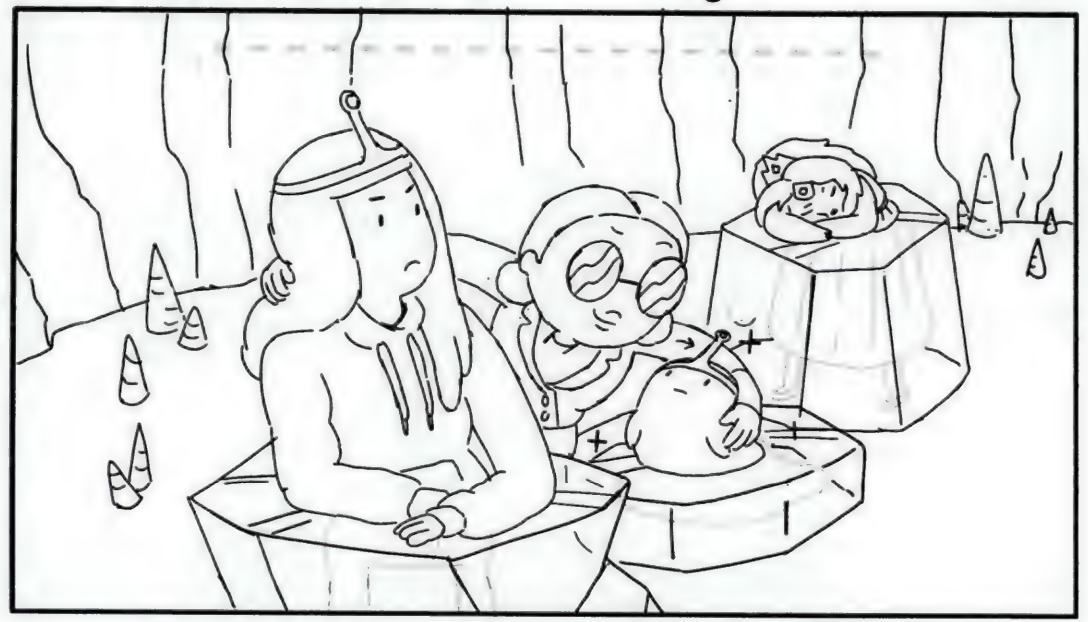
day night



Sc. 127 *cont* Pnl. G

Bg.

day night



Dialog: P: Yo! Dogs didn't used to talk!
Did you know that?

Action:

-SP shakes her head no

Timing:



DEC 02 2015

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Production:

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ADVENTURE TIME



Page **238**

Sc. **127 cont** Pnl. **H**

Bg.

day night



Sc. **127 cont** Pnl. **I**

Bg.

day night



Dialog: P: Back then we were so stifled...

P: at last we can unlock...

Action:

- P. grabs PB's & SP's hands
- reaches under PB's arm

DEC 02 2015

Timing:

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ADVENTURE TIME

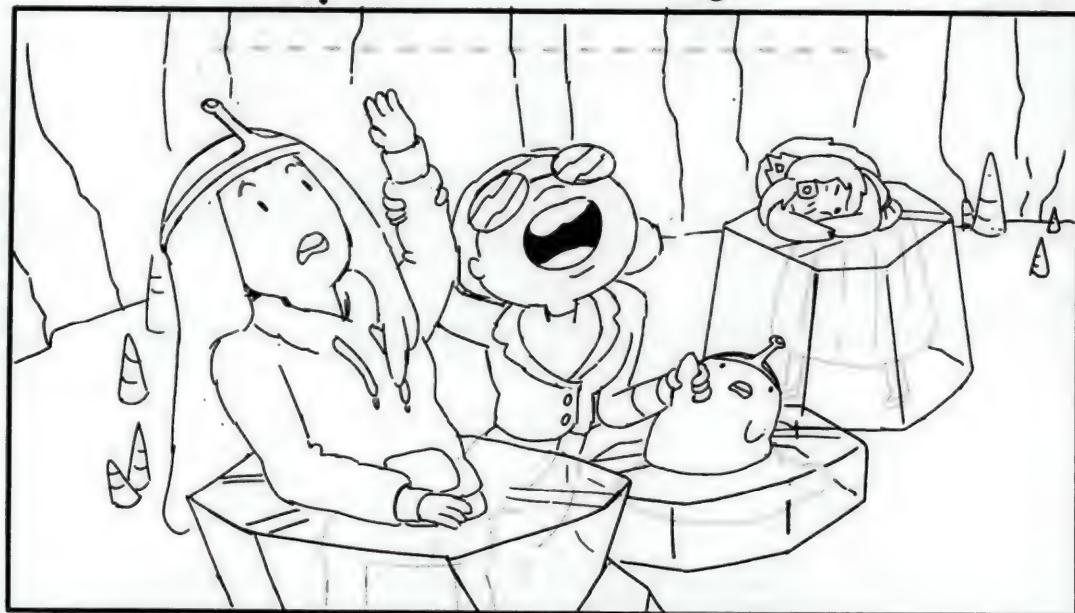


Page **239**

Sc. **127 cont** Pnl. **J**

Bg.

day night



Sc. **127 cont** Pnl. **K**

Bg.

day night



Dialog: P: ... our true potential!

Action: - P. raises their hands - P. stretches their hands higher

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242

ADVENTURE TIME



Page 240

Sc. 127 cont Pnl. L

Bg.

day night



Dialog: P: Ahahahaha!
Sfx: * ppppthhhh! *

Action: - PB's hand shoots jellybeans
- SP's hand shoots slime

Timing:

Sc. 127 cont Pnl. M

Bg.

day night



- cam adj. with jets of j-beans & slime

DEC 02 2015

EPISODE # 1034-242

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Production:

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ADVENTURE TIME



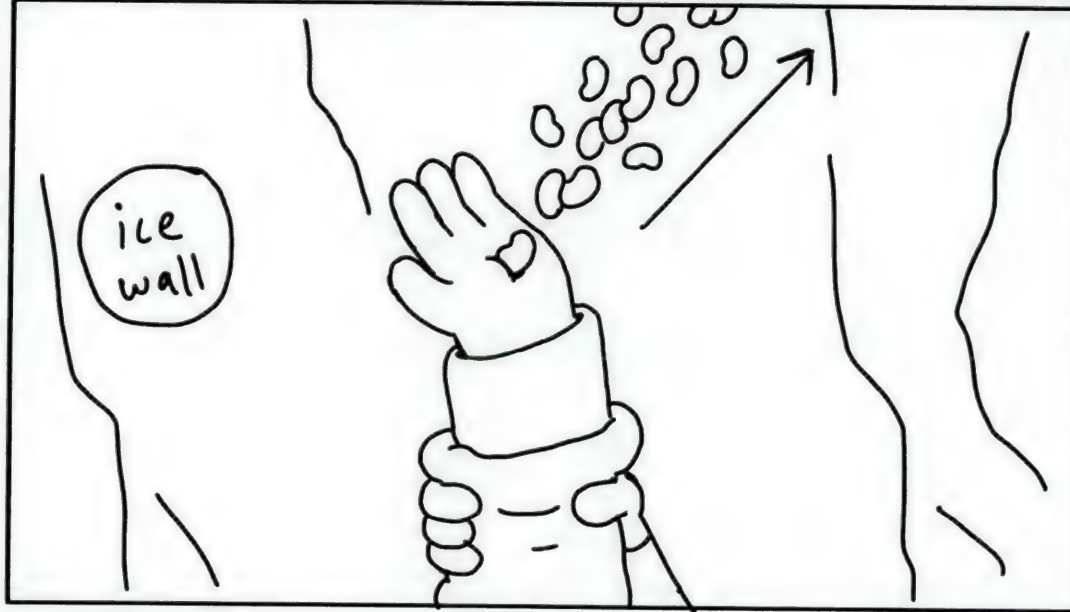
Page 241

Sc. 128

Pnl. A

Bg.

day night

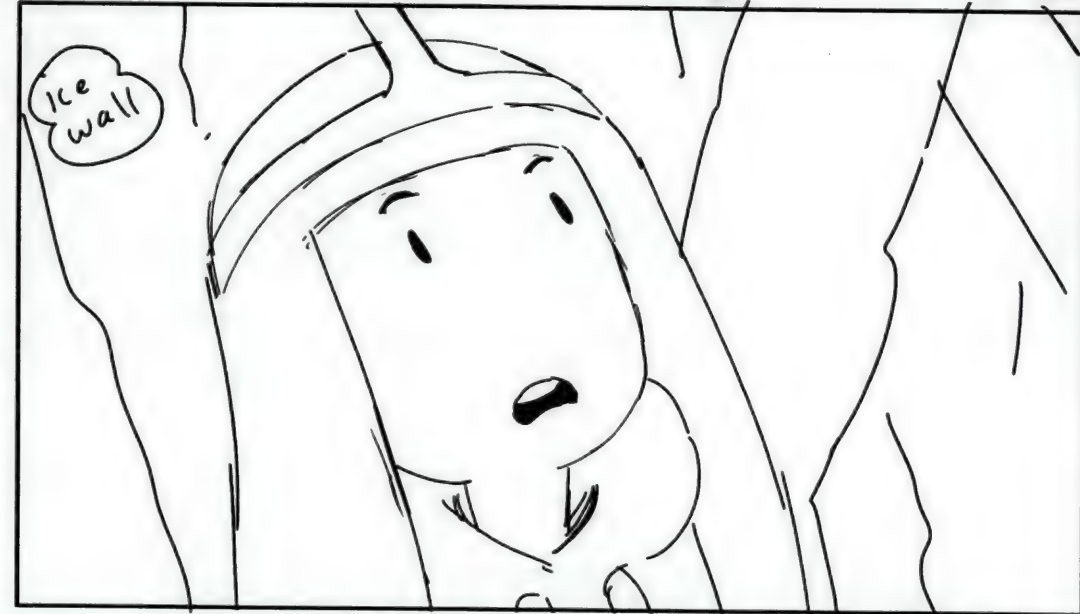


Sc. 129

Pnl. A

Bg.

day night



Dialog:

SFX: * PPPP THH!! *

Action: - PB's hand shoots jellybeans

- PB looks up at her hand, shocked

DEC 02 2015

Timing:

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EPISODE #

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Production:

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ADVENTURE TIME



Page 242

Sc. 130 Pnl. A Bg. day night



Sc. 130 *cont* Pnl. B Bg. day night



Dialog:

SFX: * PHBRT *

Action:

- PB & SP both stop firing

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

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1034/242

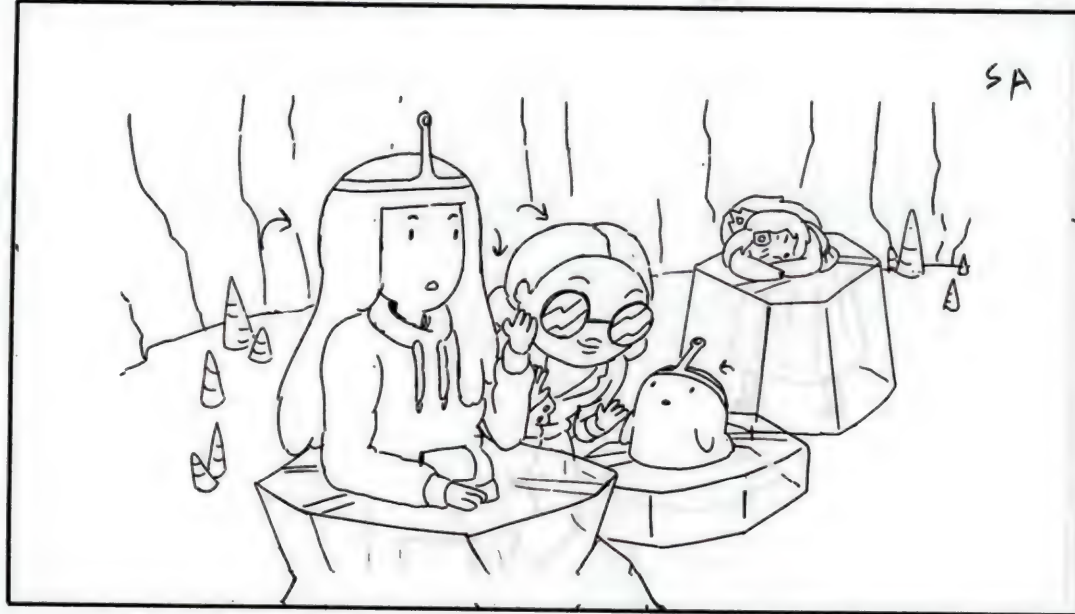
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ADVENTURE TIME

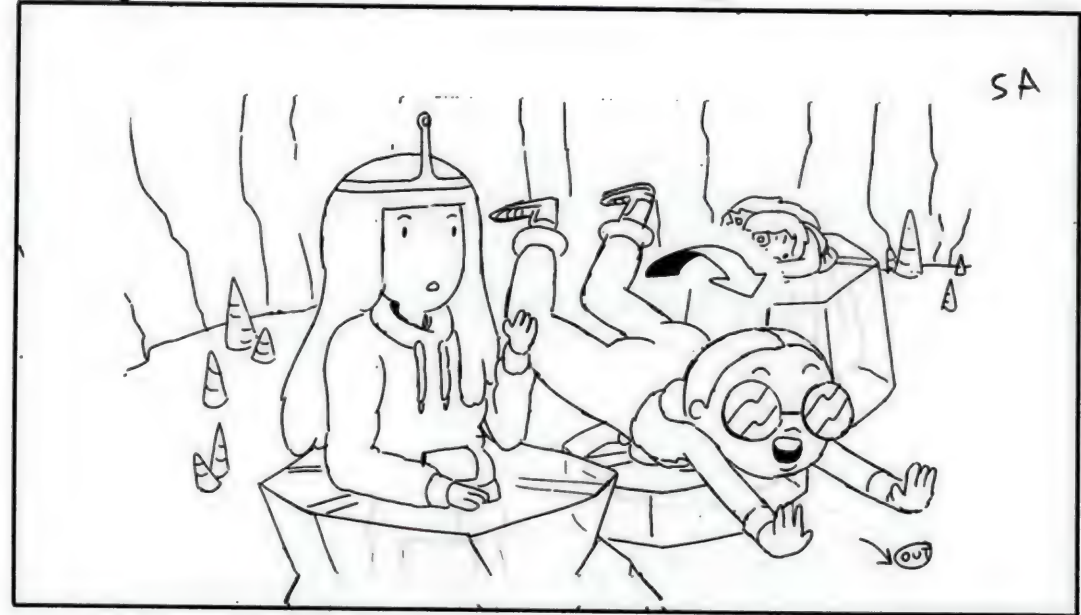


Page 243

Sc. 130 cont Pnl. C Bg. day night



Sc. 130 cont Pnl. D Bg. day night



Dialog:

Action: - P. drops PB's & SP's arms,
antics for jump

- P. jumps off/s

Timing:



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Production:

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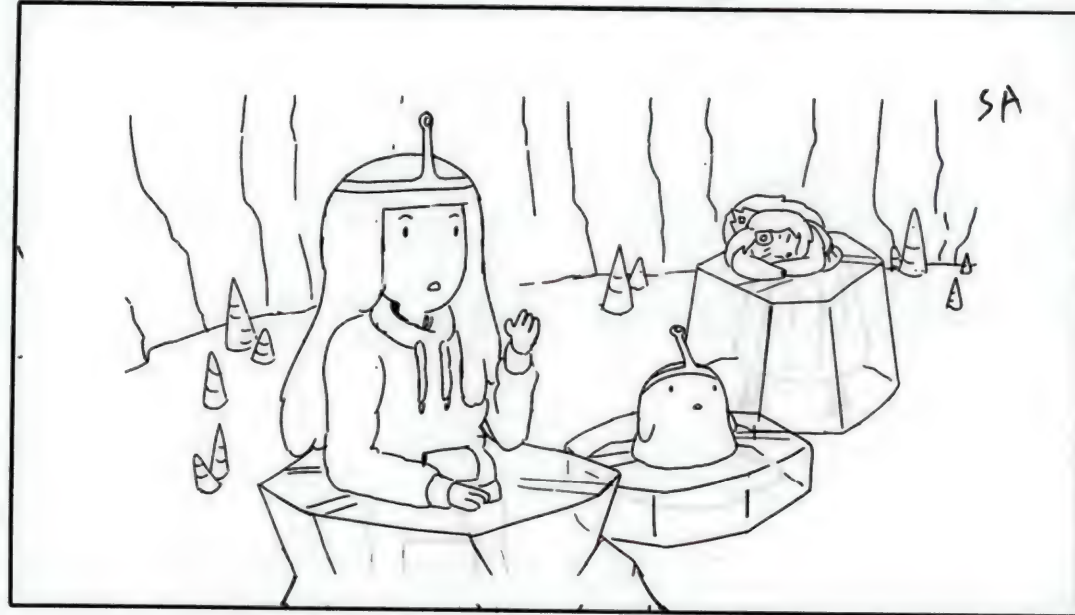
ADVENTURE TIME



Sc. 130 *cont* Pnl. E

Bg.

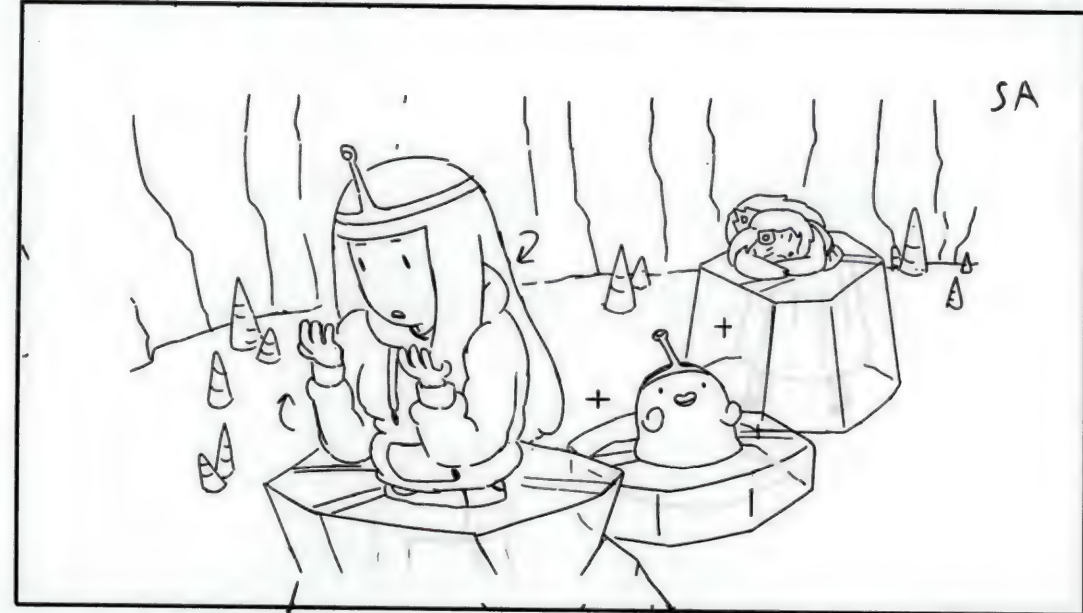
day night



Sc. 130 *cont* Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

SFX: *splat
splat*

SP/ [laughter]

- PB is shocked,
staring at her
hands

- SP is like, "neat"
- splats slime



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Produ

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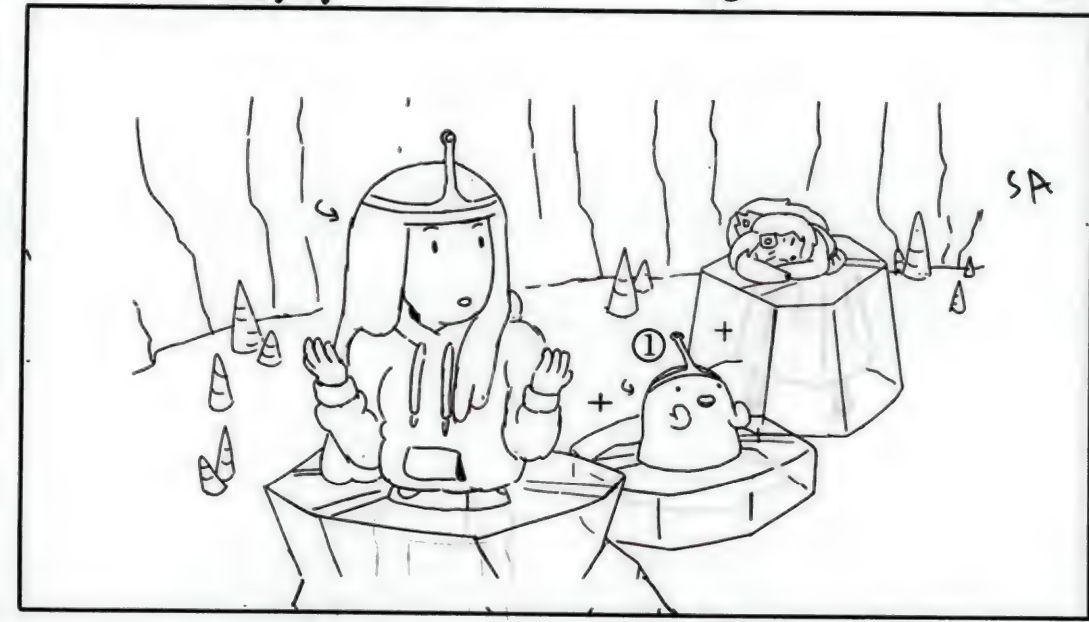
ADVENTURE TIME



Sc. 130 cont Pnl. G

Bg.

day night

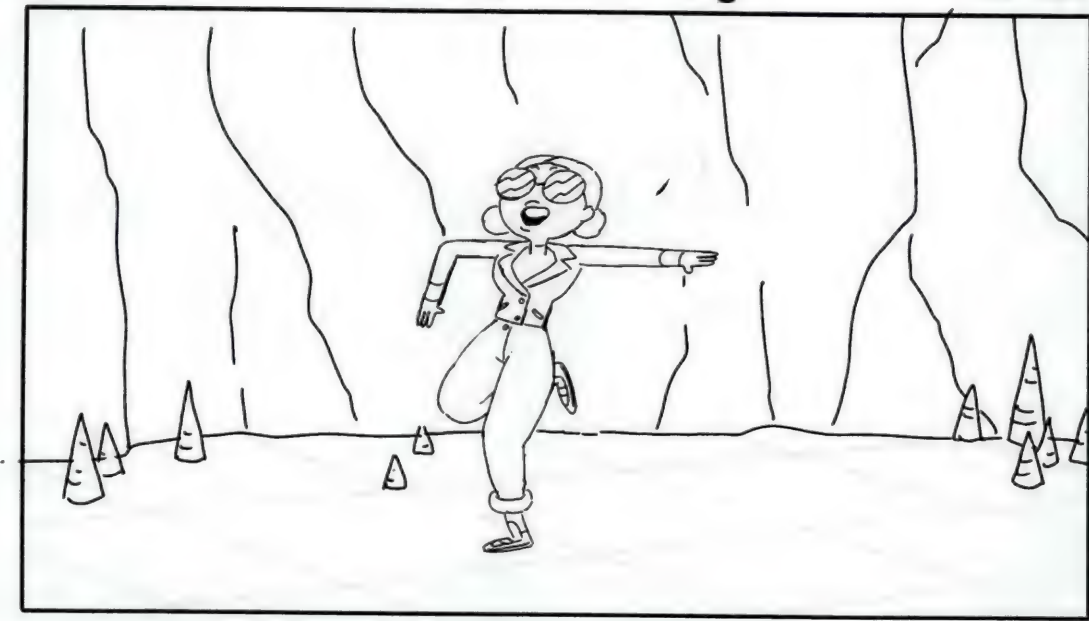


Sc. 131

Pnl. A

Bg.

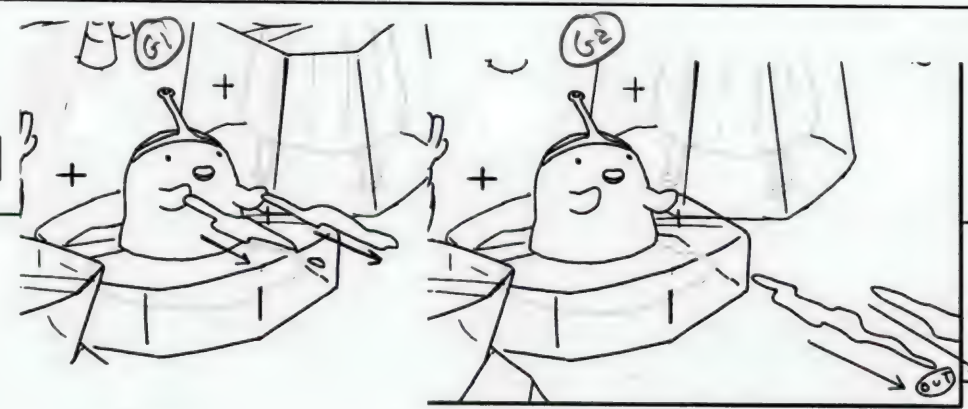
day night



Dialog: SFX: *splat
splat*
SP/ [laughter cont.]

Action:
- PB looks at SP

Timing:
- SP splats slime -



P: Did I mention -

- P. dances

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- cycle

(A) (A)



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Production:

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ADVENTURE TIME

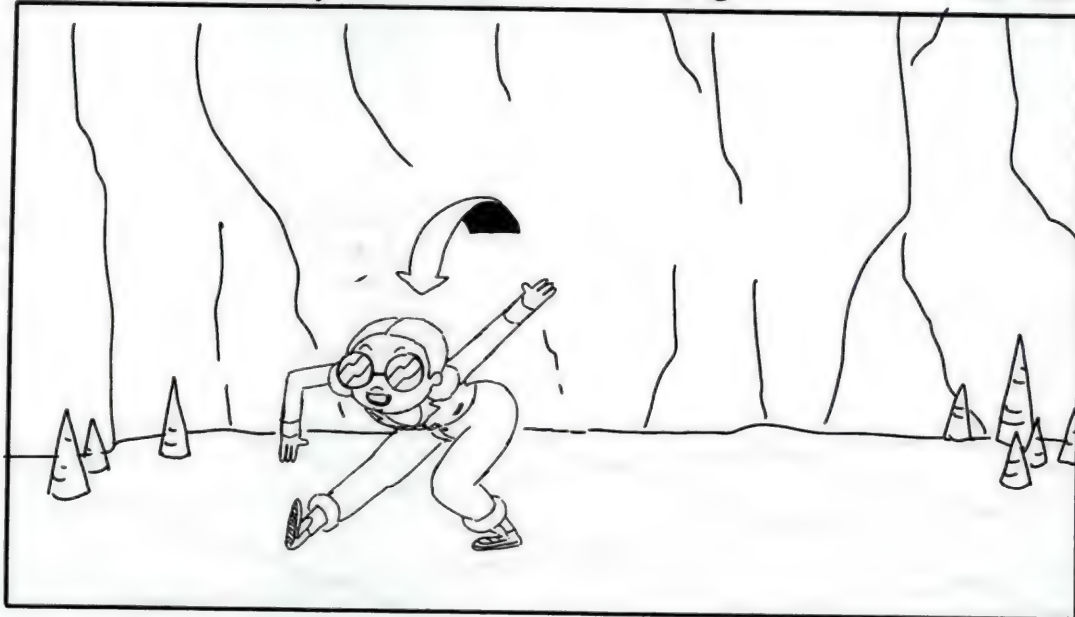


Page 246

Sc. 131 cont Pnl. B

Bg.

day night



Sc. 131 cont Pnl. C

Bg.

day night



Dialog: P: y'all were dudes in the past?

Action: - P. dances
- P. PUMPS ARM.

Timing: - cycle
(B) / (B1)



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Production:

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ADVENTURE TIME

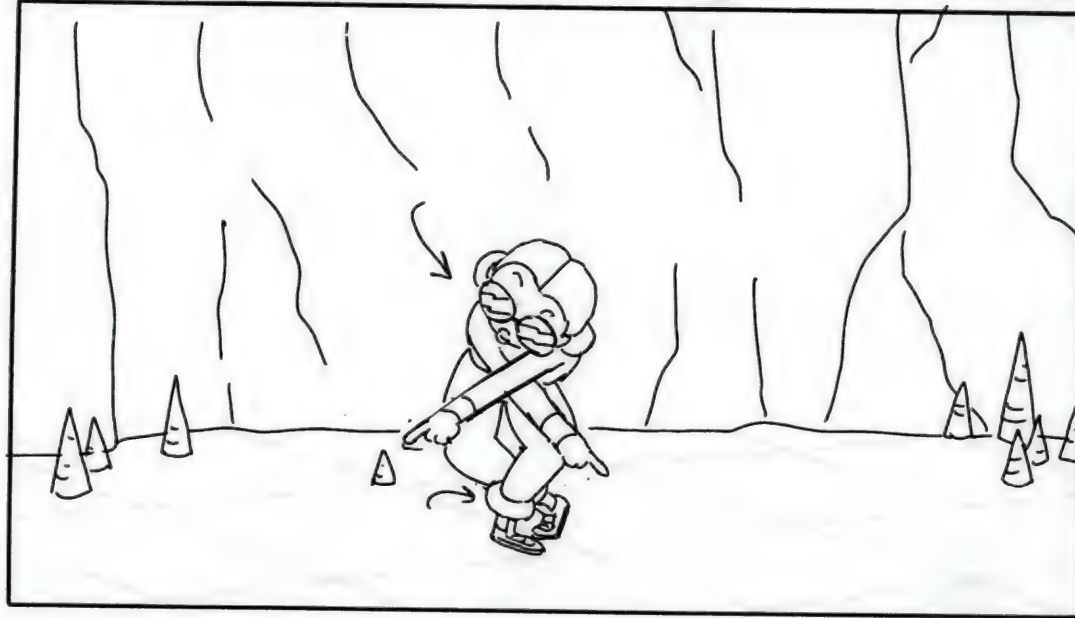


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Sc. 131 cont Pnl. D

Bg.

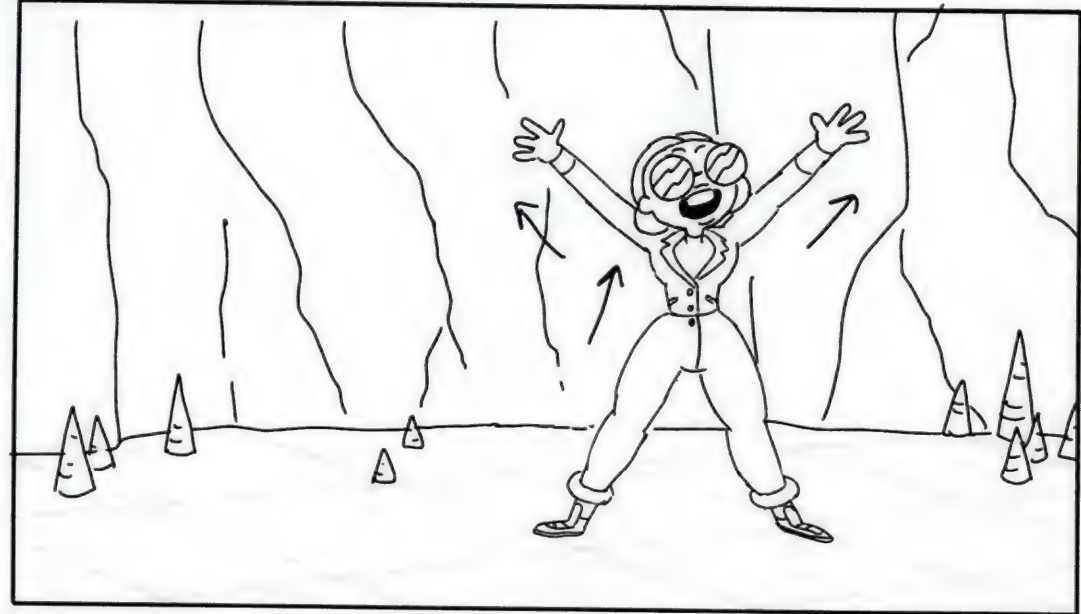
day night



Sc. 131 cont Pnl. E

Bg.

day night



Dialog:

P: This is so much better!

Action:

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Timing:

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Production:

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1034/242

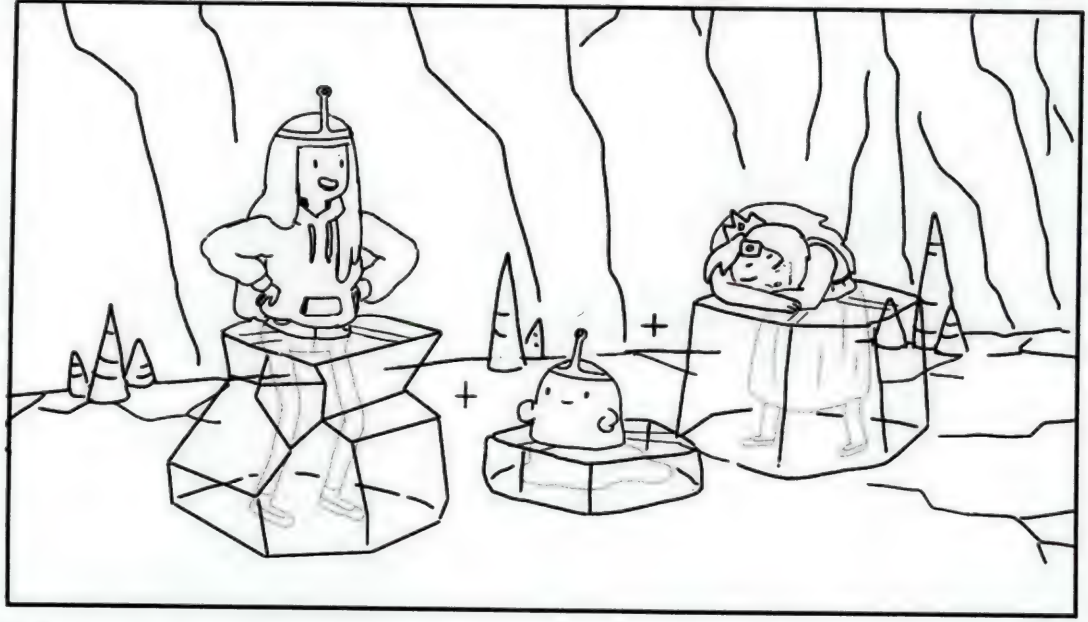
1034/242

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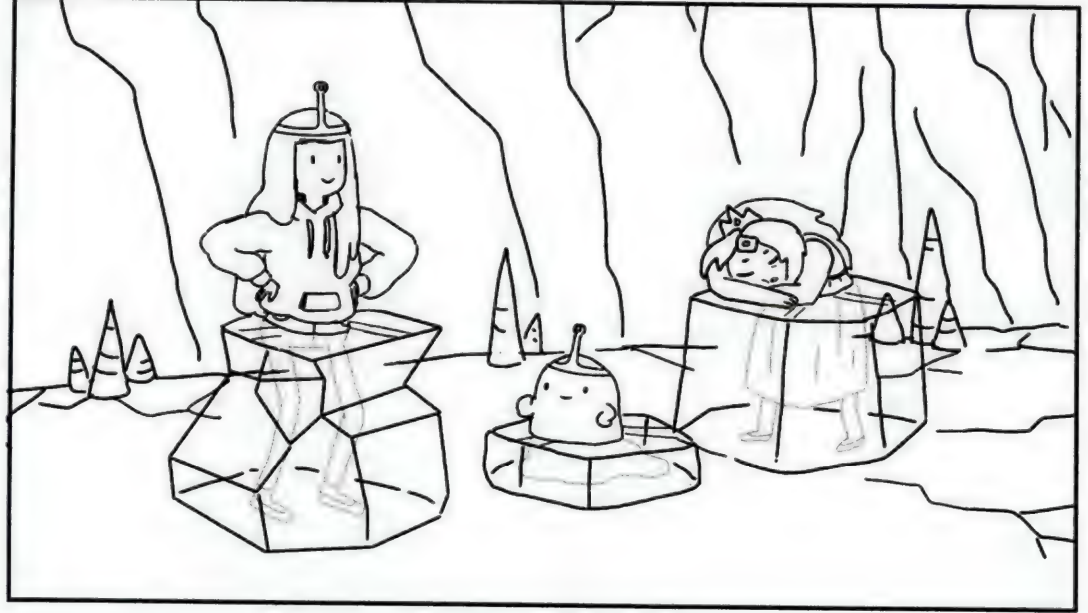
ADVENTURE TIME



Sc. 132 Pnl. A Bg. day night



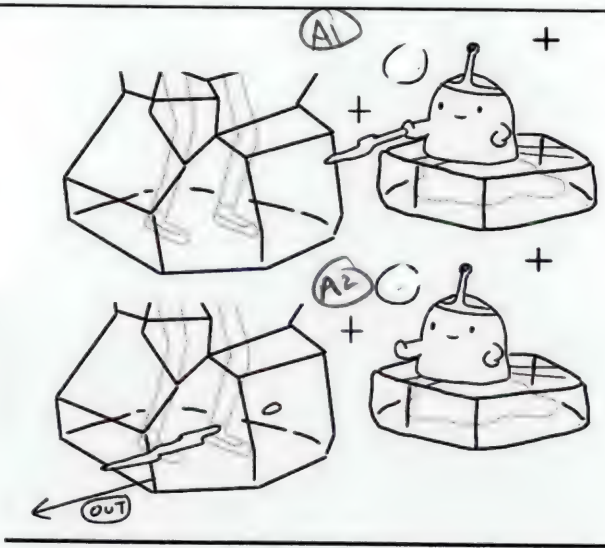
Sc. 132 cont Pnl. B Bg. day night



Dialog: PB: Yeahhh...
totally...
SFX: *splat splat*

Action: -sp splats slime 2x
CHOMP

Timing:



(beat)

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Production:

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1034/242

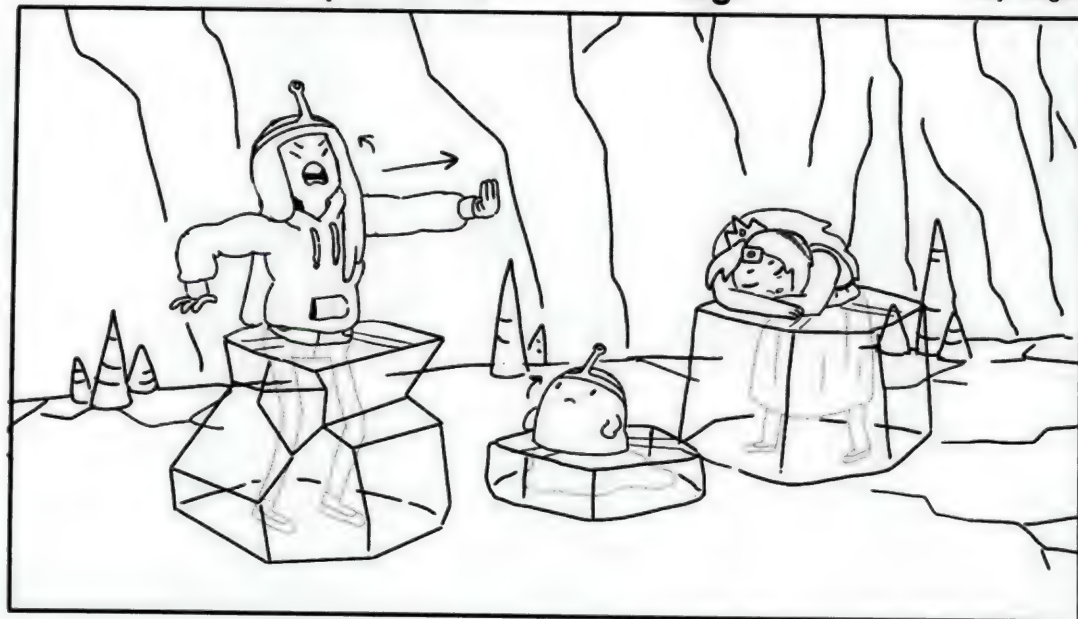
ADVENTURE TIME



Sc. 132 *cont* Pnl. C

Bg.

day night

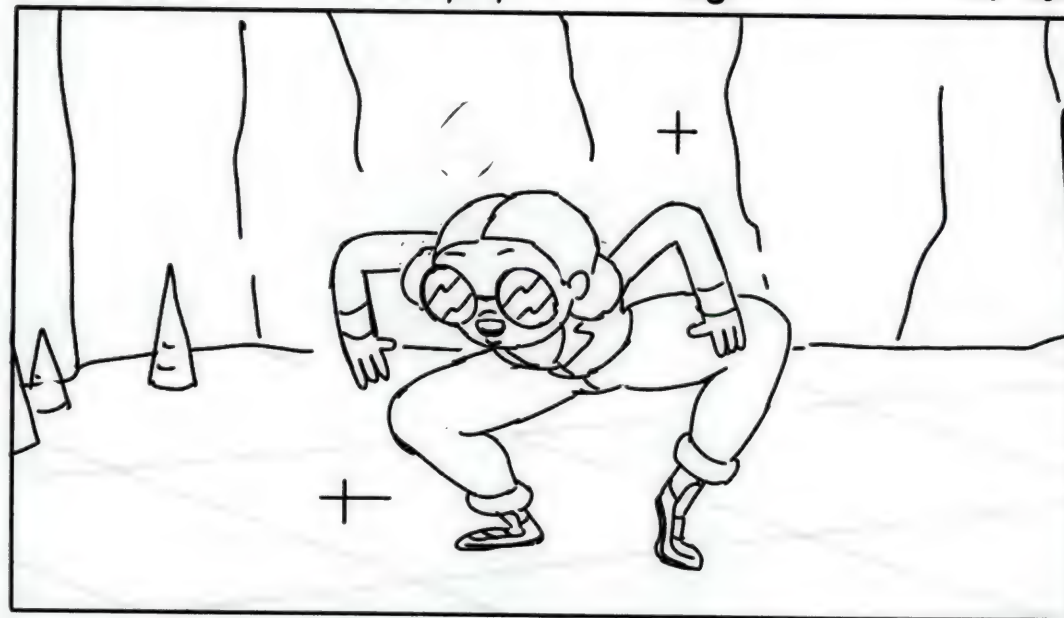


Sc. 133

Pnl. A

Bg.

Page 249
day night



Dialog: PB: Ahhhh!

Action: - PB SUDDENLY TRIES TO
FIRE JELLY BEAN AT P.

Timing:

PB: (o/s) AHHHH!

- P. dances

- cycle ()
(A) (A)

DEC 02 2015



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EPISODE #

Production:

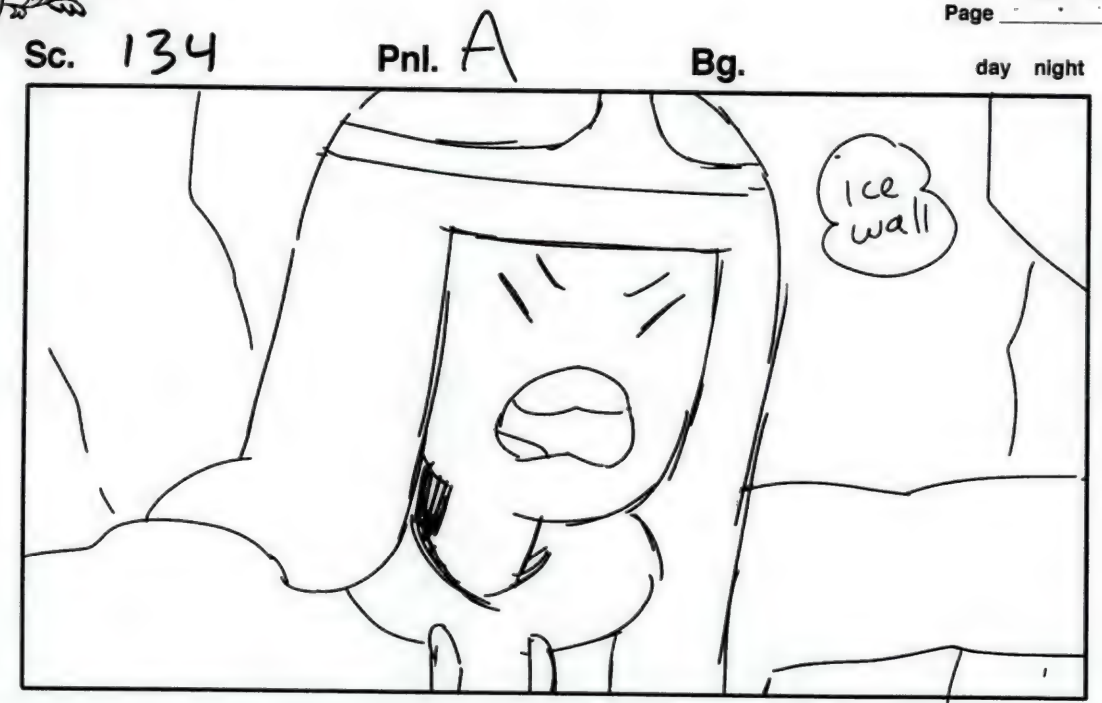
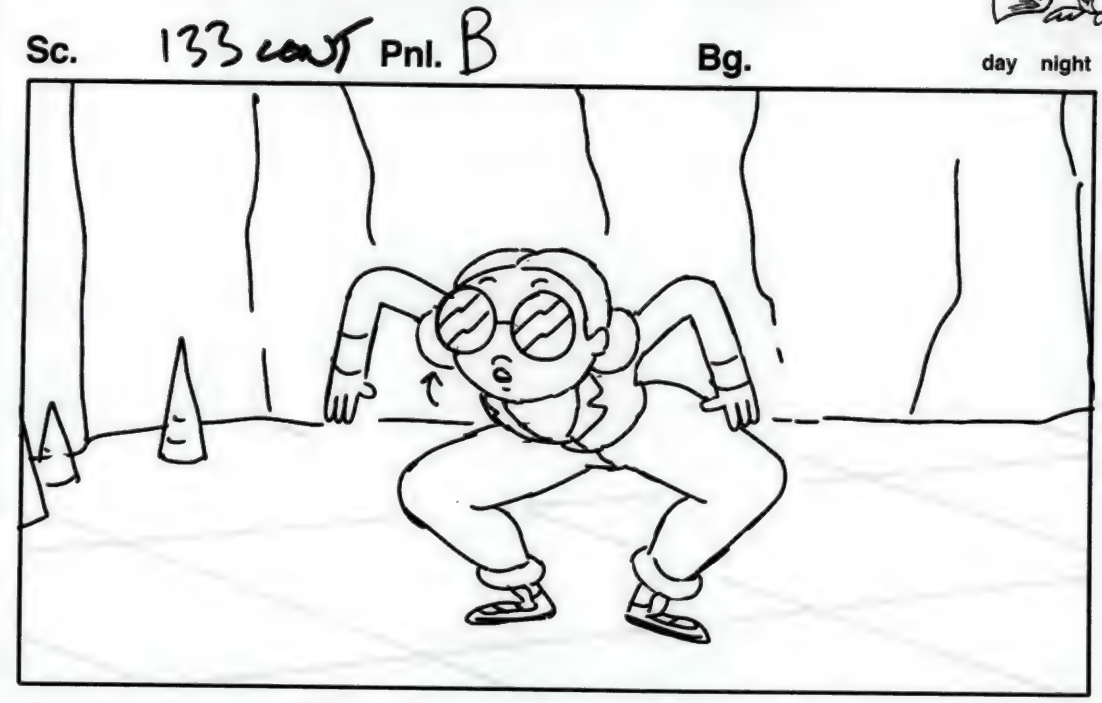
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ADVENTURE TIME



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Dialog:	<u>PB: AHHH!</u>
Action:	- P. looks up, surprised
Timing:	DEC 02 2015

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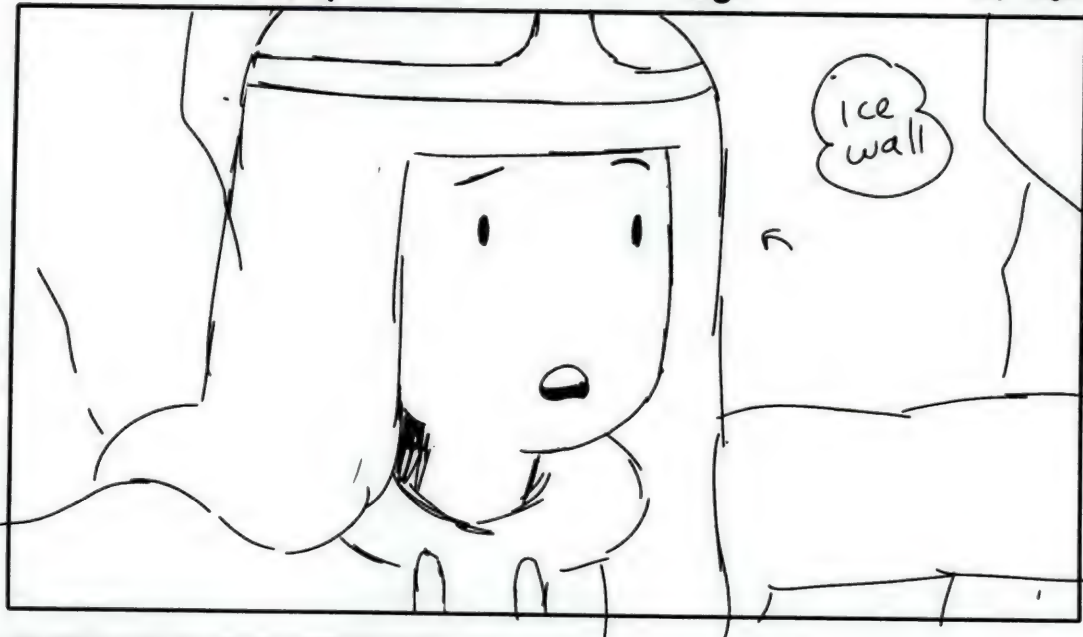
ADVENTURE TIME



Sc. 134 ~~cont~~ Pnl. B

Bg.

day night

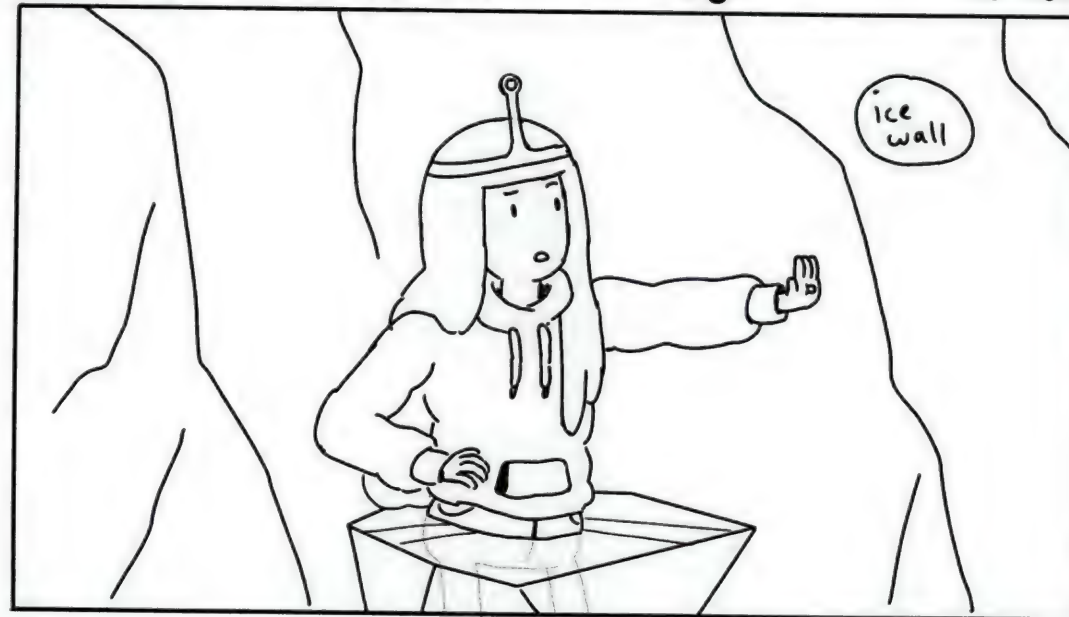


Sc. 135

Pnl. A

Bg.

day night



Dialog: PB: ... Ahhhh?

Action:

Timing:

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Production:

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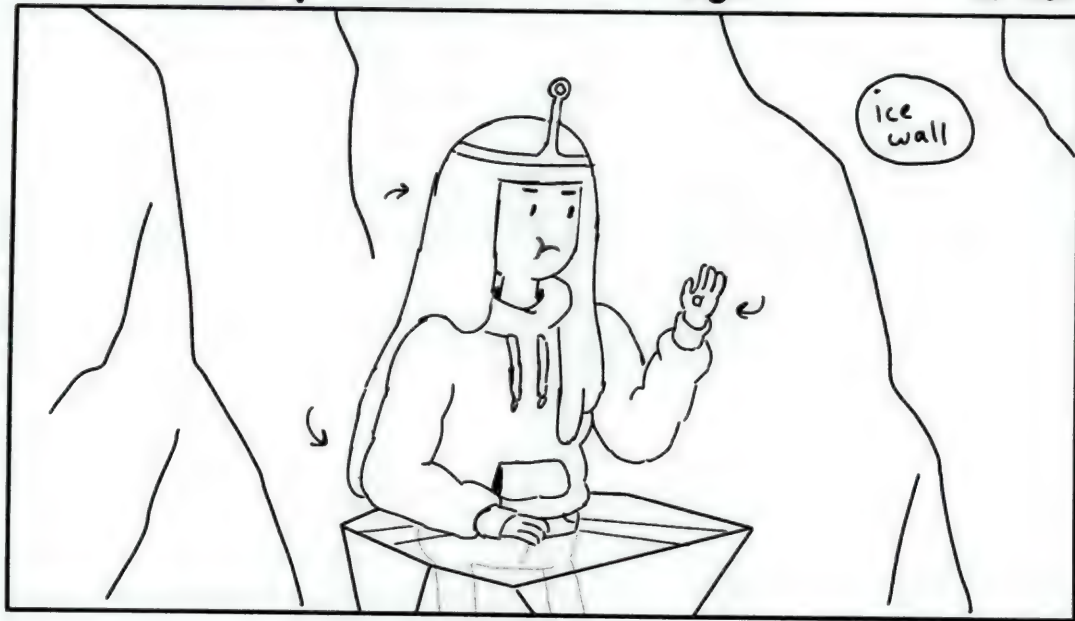
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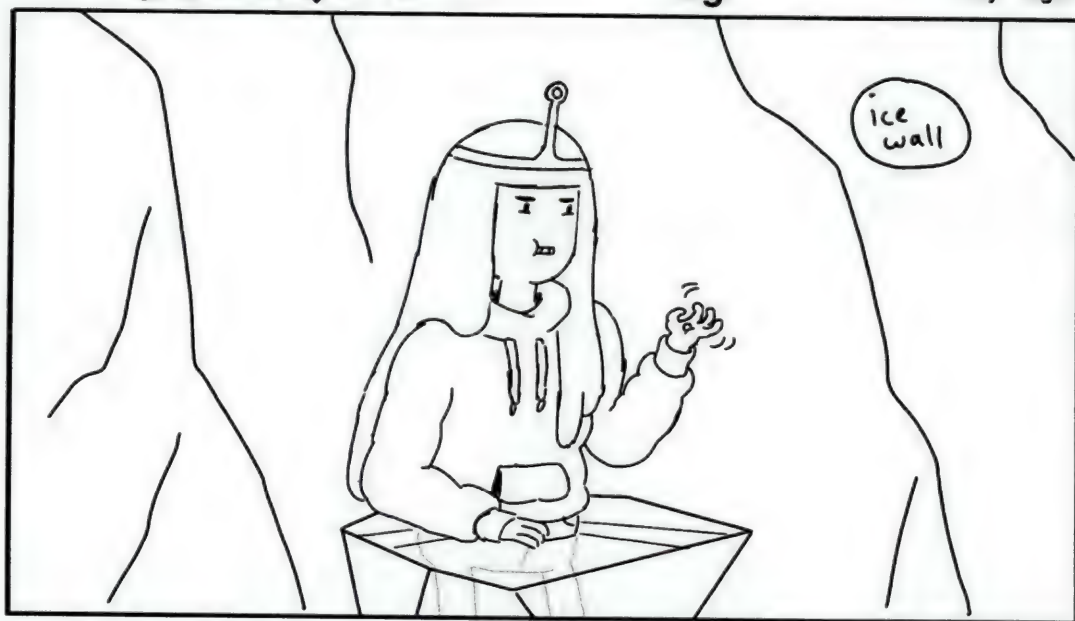
ADVENTURE TIME



Sc. 135 cont Pnl. B Bg. day night



Sc. 135 cont Pnl. C Bg. day night



Dialog:	
<u>PB</u> : hnnnn!	
Action:	- PB turns her hand to look at single bean embedded in her palm
	- one single bean struggles to emerge
Timing:	DEC 02 2015

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Production:

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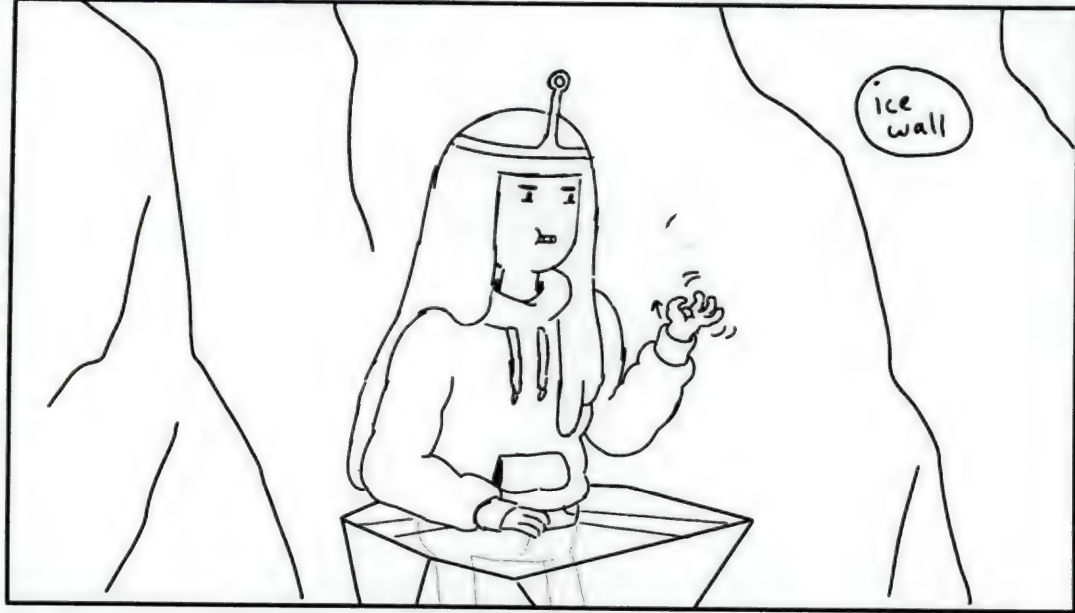
1034/242

ADVENTURE TIME

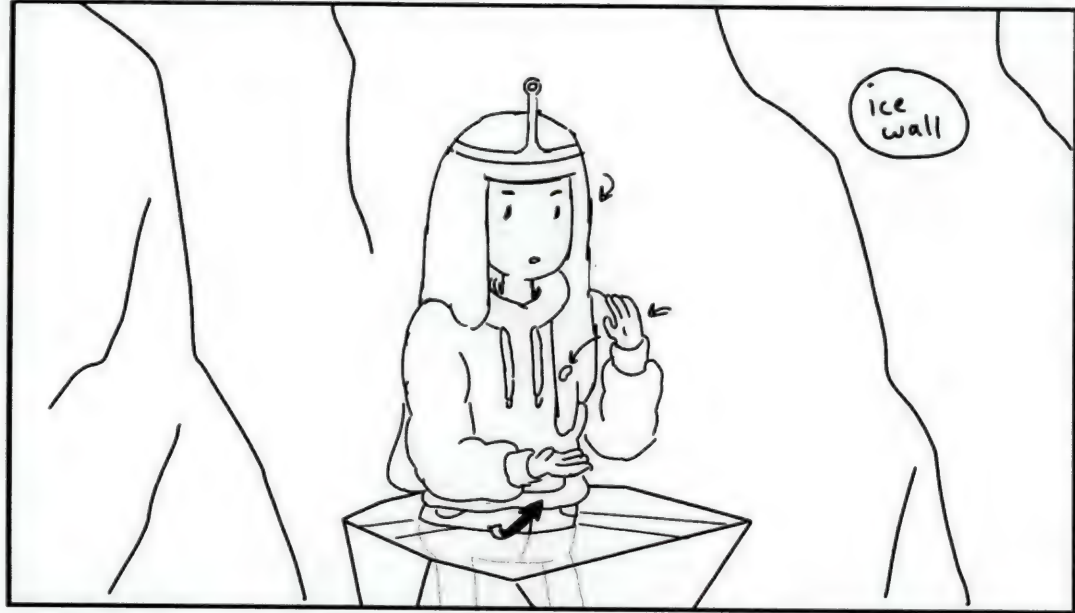


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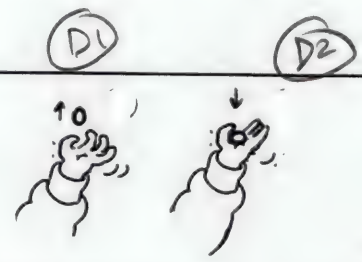
Sc. 135 cont Pnl. D Bg. day night



Sc. 135 cont Pnl. E Bg. day night



Dialog:		SFX: * fart *	
Action:		- bean comes out of palm a tiny bit - bean pops out	
Timing:		DEC 02 2015	



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ADVENTURE TIME

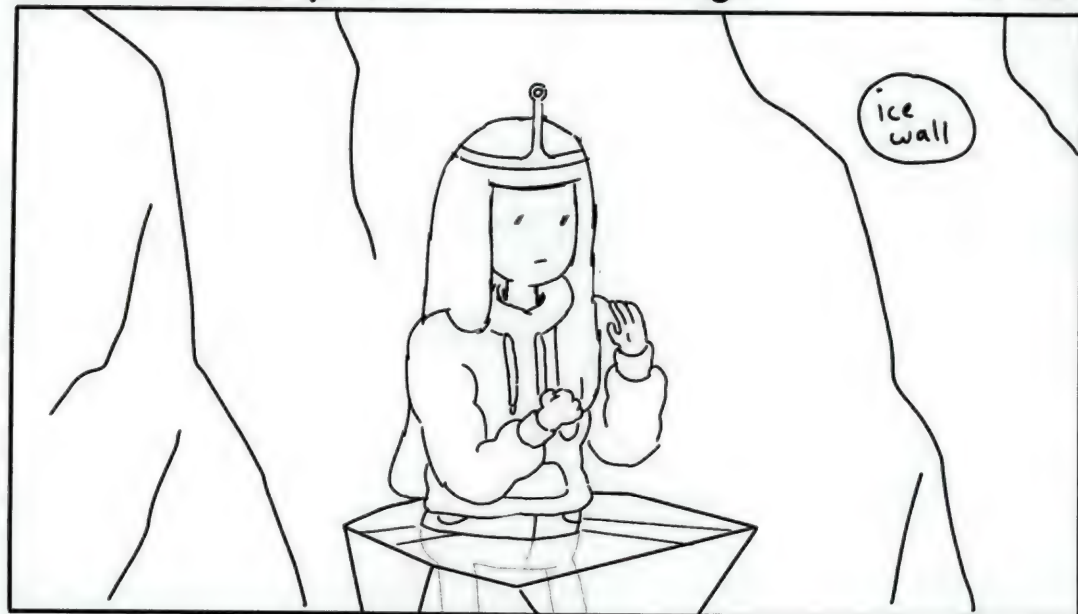


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Sc. 135 CONT Pnl. F

Bg.

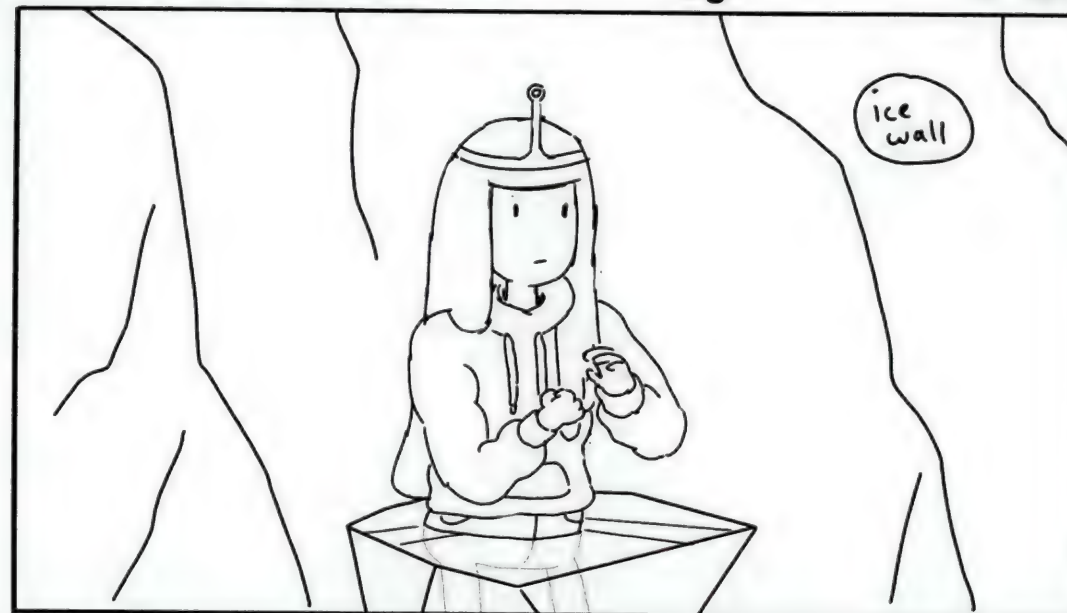
day night



Sc. 135 CONT Pnl. G

Bg.

day night



Dialog: SFX: * plop *

P: (o/s) hahaha

Action: - PB catches bean

- PB looks up

DEC 02 2015

Timing:

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Production:

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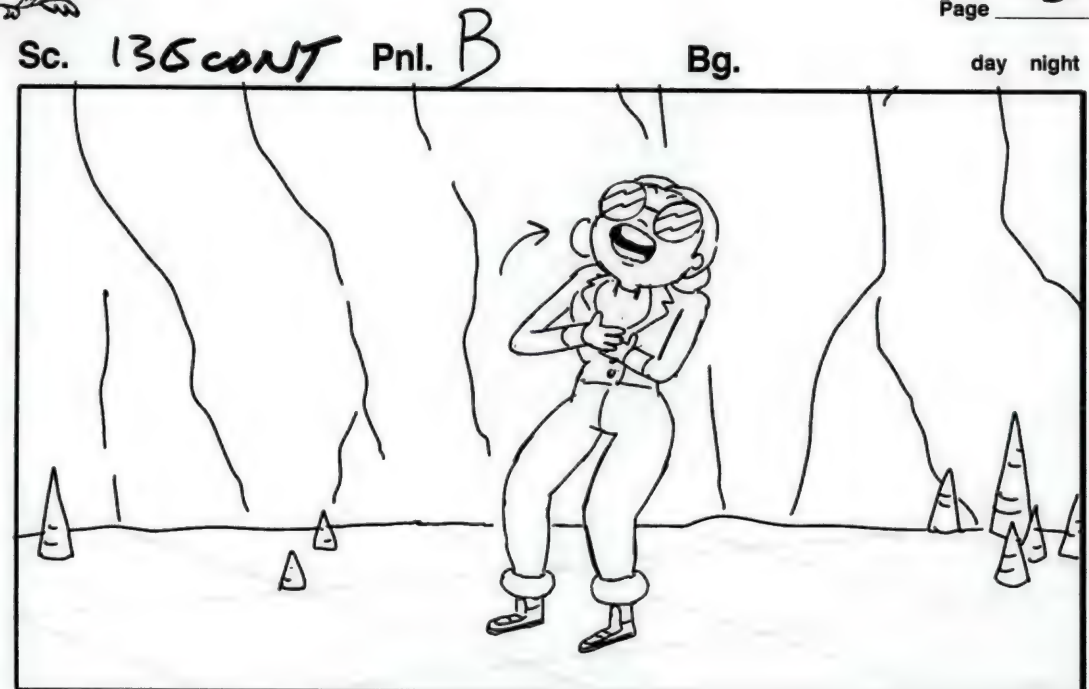
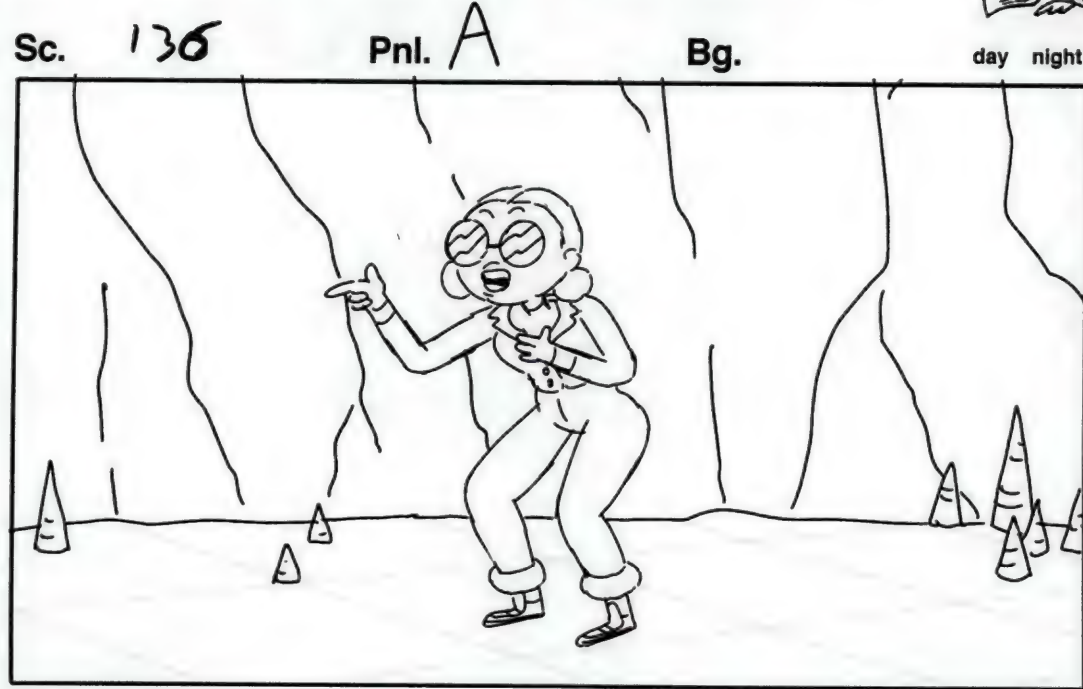
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ADVENTURE TIME



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Dialog:	<u>P:</u> Your face right now!	<u>P:</u> Ahahaha!
Action:		
Timing:		

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Production:

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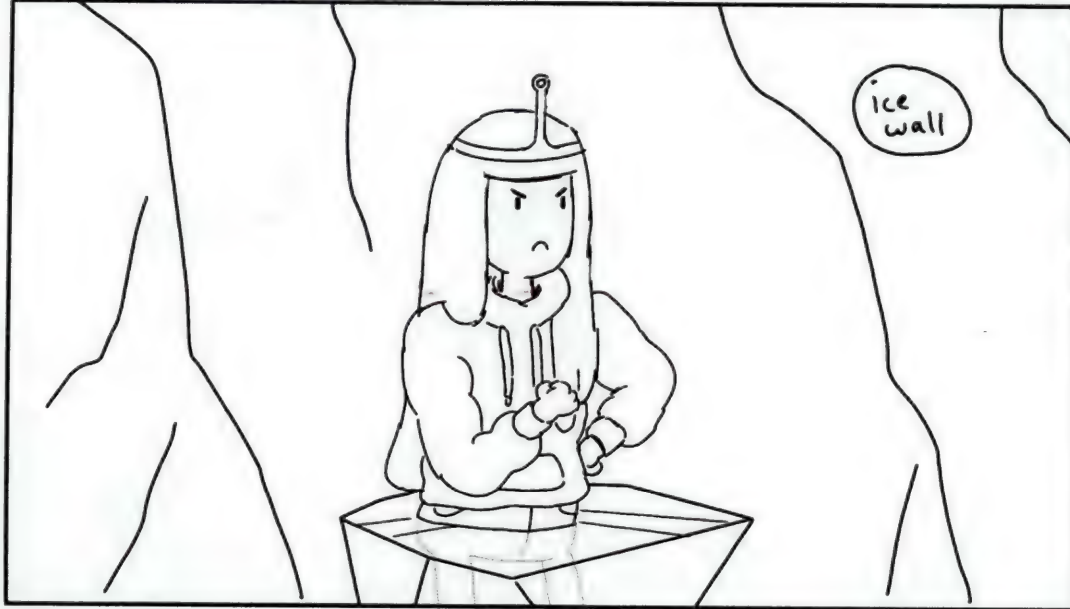
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ADVENTURE TIME

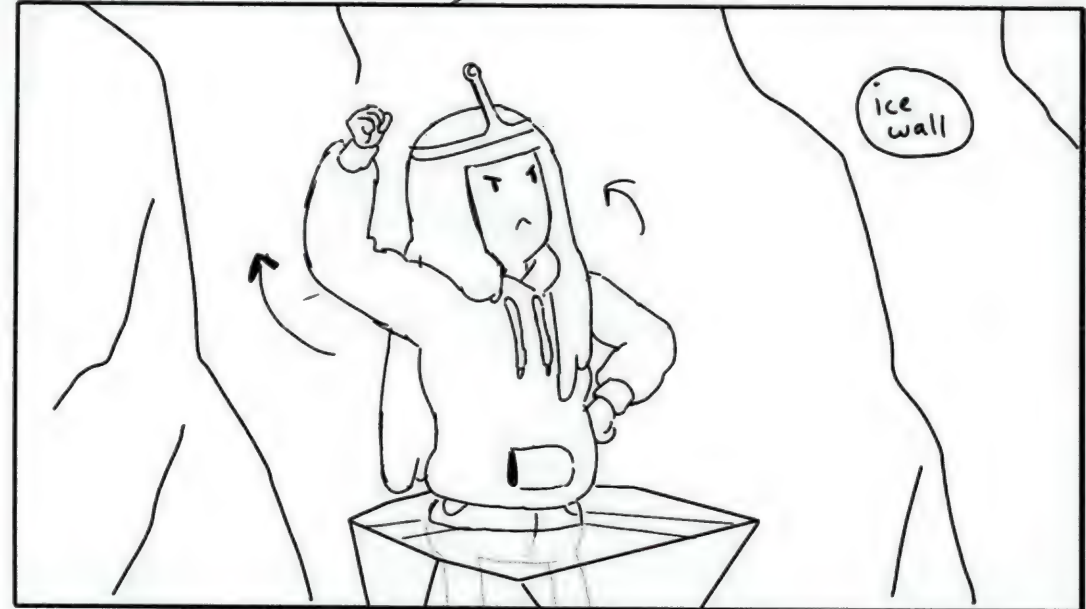


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Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog: P: (o/s) hahahaha

Action: - PB glares at P.

ANTIC

DEC 02 2015

Timing:

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Production:

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1034/242

ADVENTURE TIME

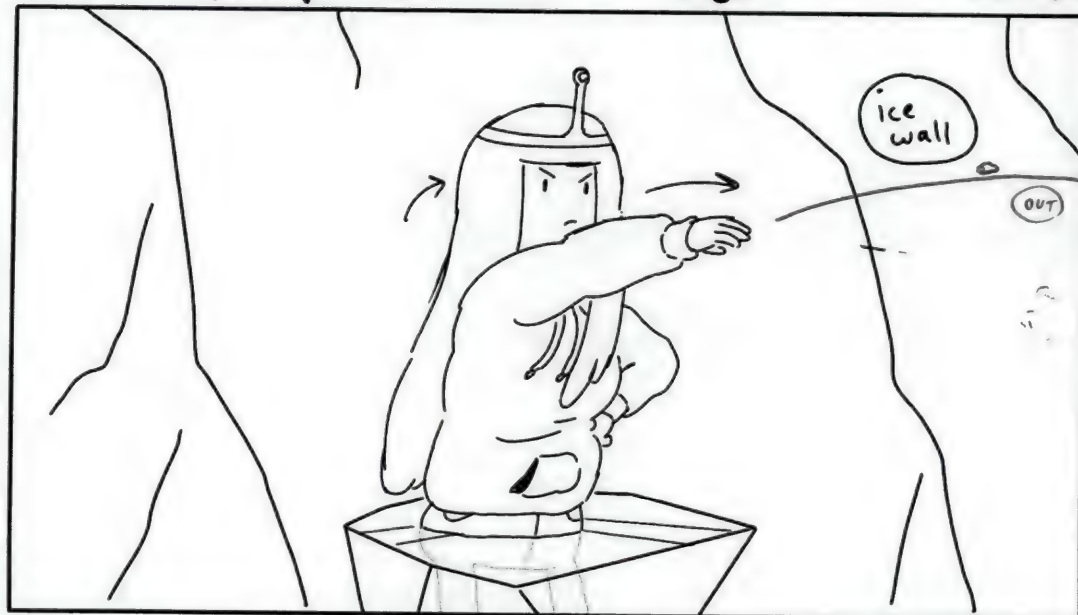


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Sc. 137 CONT Pnl. C

Bg.

day night



Sc. 138

Pnl. A

Bg.

day night



Dialog:

P: hahaha

Action:

- PB chucks single bean at Patience

Timing:

DEC 02 2015

Production:

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1034/242

1034/242

ADVENTURE TIME

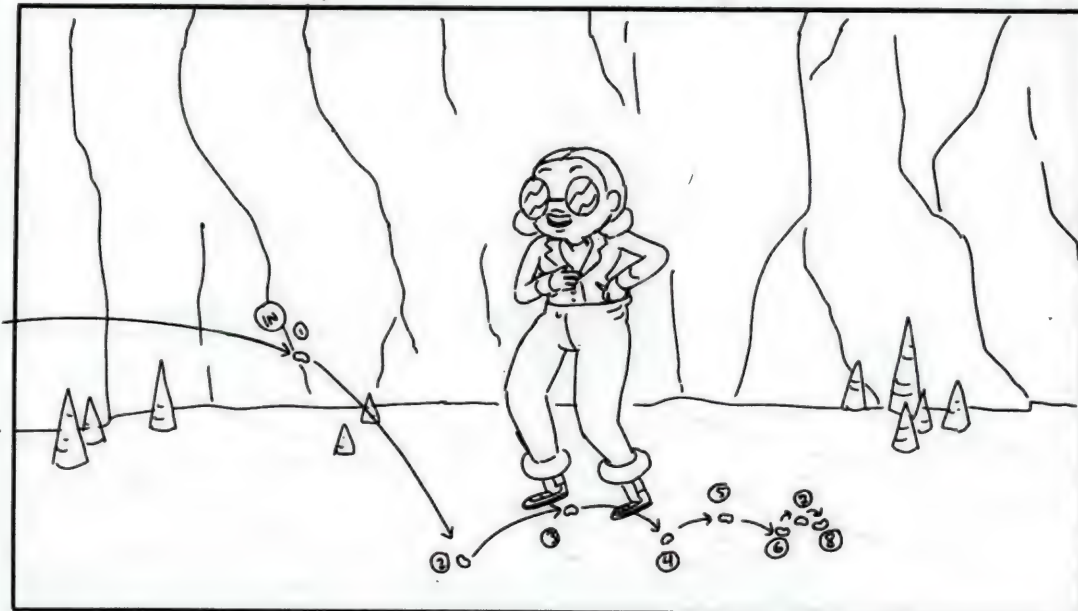


Page 258

Sc. 138 *cont* Pnl. B

Bg.

day night



Sc. 138 *cont* Pnl. C

Bg.

day night



Dialog: P: I gotta get a picture of this...

P: ahahaha

Action: -P. reaches for phone
- bean flies in, bounces, & lands near P's feet

Timing:

- P. pulls out phone to take a pic

DEC 02 2015



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Production:

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ADVENTURE TIME



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Sc. 138 cont Pnl. D Bg. day night



Sc. 138 cont Pnl. E Bg. day night



Dialog: P: Oh wait, I need . . .

P: . . . my charger

Action: - P. turns & heads towards boat

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

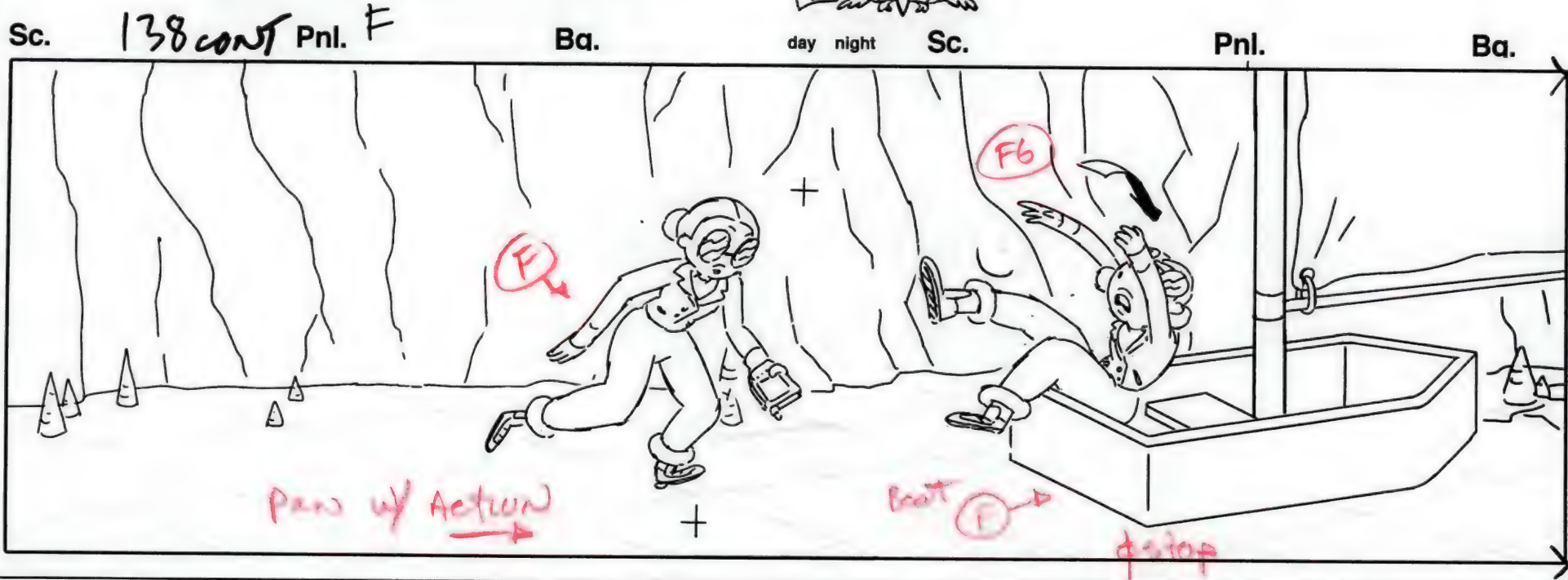
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ADVENTURE TIME



Dialog:	
Action:	- P. slips on bean, tumbles comically forward and into boat * Stumble poses (F1) thru (F5) are on pg 261.
Timing:	- cam. adj. right w/ P. as she tumbles

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Production:

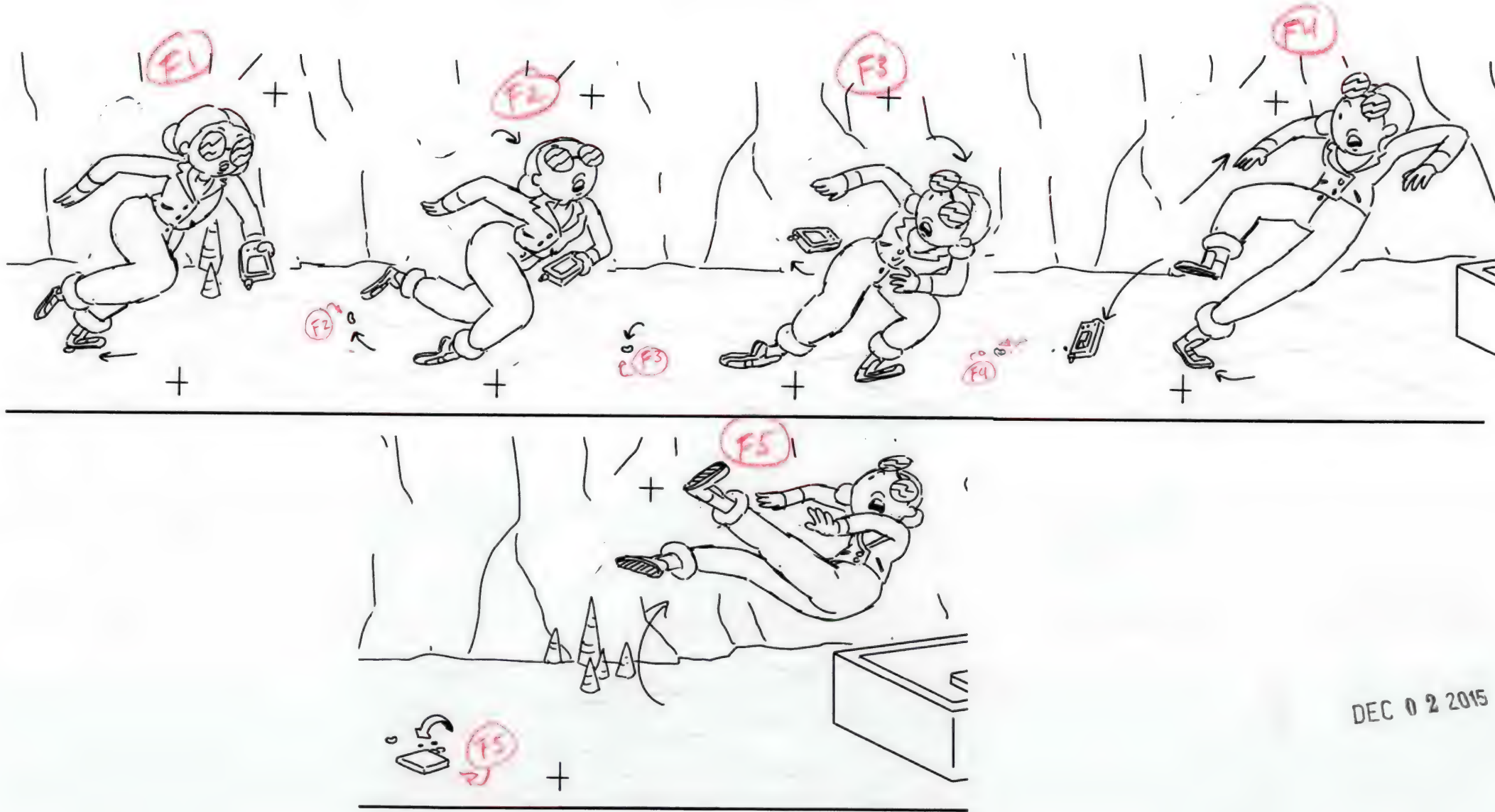
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ADVENTURE TIME



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ADVENTURE TIME



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Sc.

138 cont

Pnl. G

Bq.

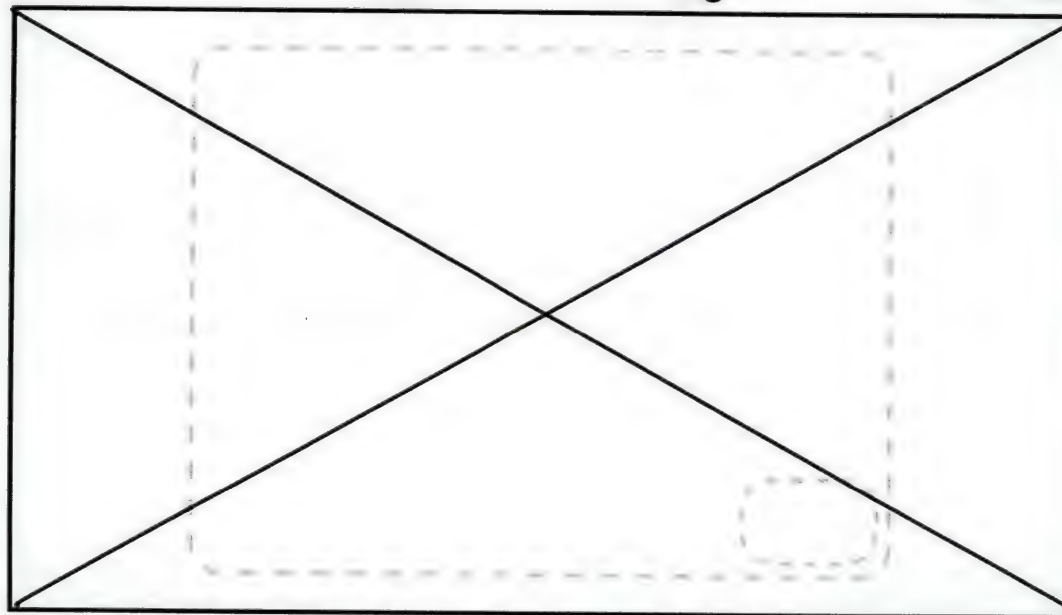
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SFX: * KLONK! *

Action:

- boat starts to tip w/P's weight

DEC 02 2015

Timing:

Production:

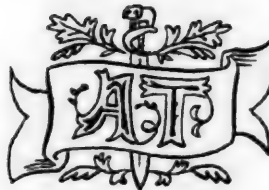
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ADVENTURE TIME

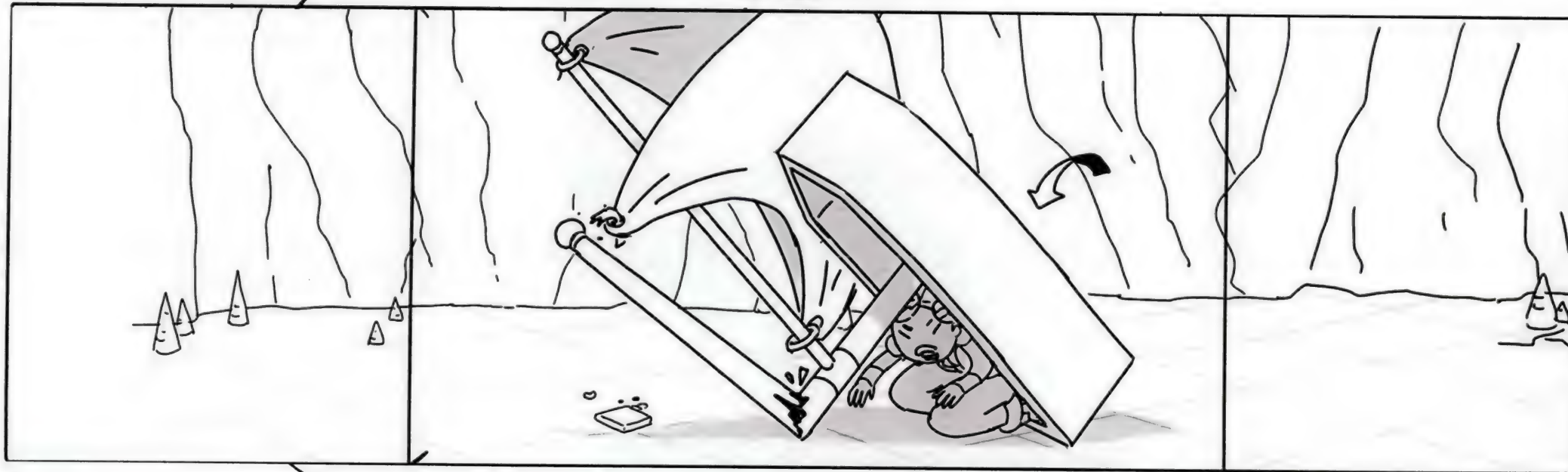


Page 263

Sc. 138 cont Pnl. H

ay night

day night



Dialog:

← pan w/Action

Action:

- boat continues flip over, mast breaks upon impact with ground.
- cam. adj. w/action

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Timing:

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Production:

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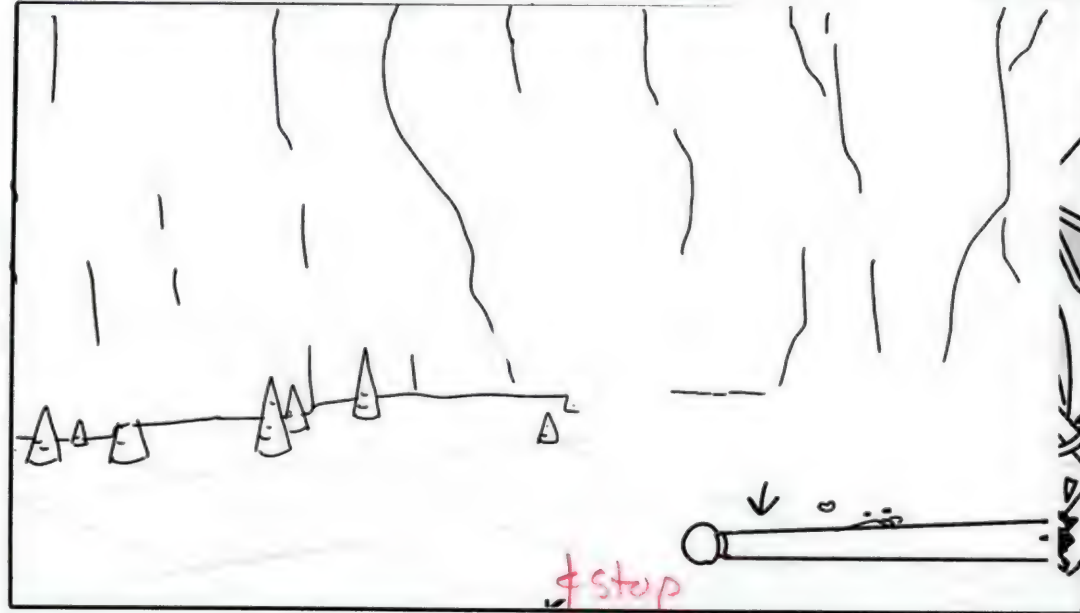
ADVENTURE TIME



Sc. 138 *cont* Pnl. I

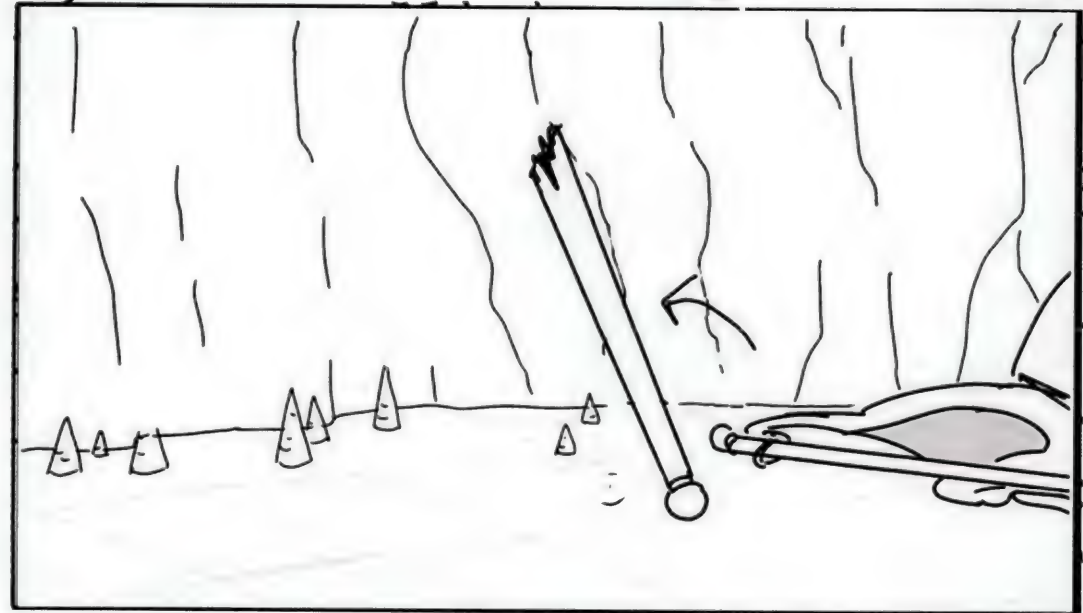
Bg.

day night



Sc. 138 *cont* Pnl. J

Bg.



Page 264
264A NEXT
day night

1034/242

Dialog:

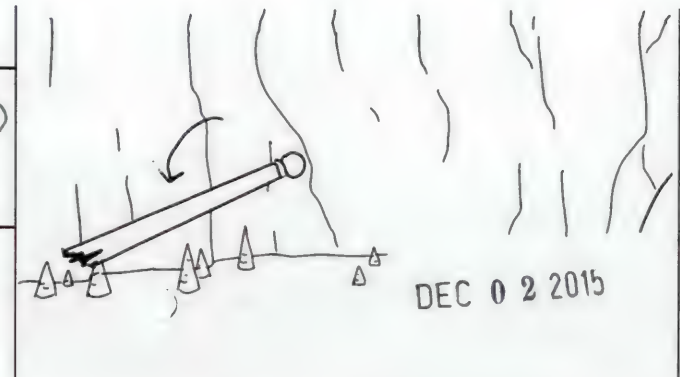
SFX: A WHPP-PP *

Action:

- top of mast breaks off and hits the ground before spinning off/s

(51)

Timing:



Production:

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ADVENTURE TIME



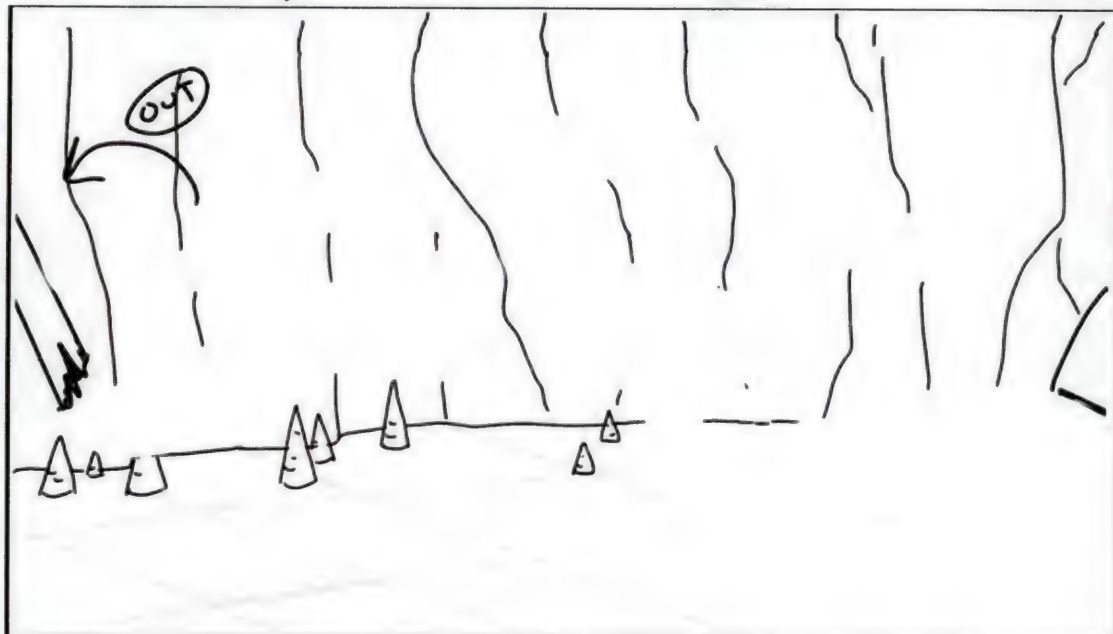
NO SC
139

Page 264A
265 NEXT
day night

Sc. 138 *cont* Pnl. K

Bg.

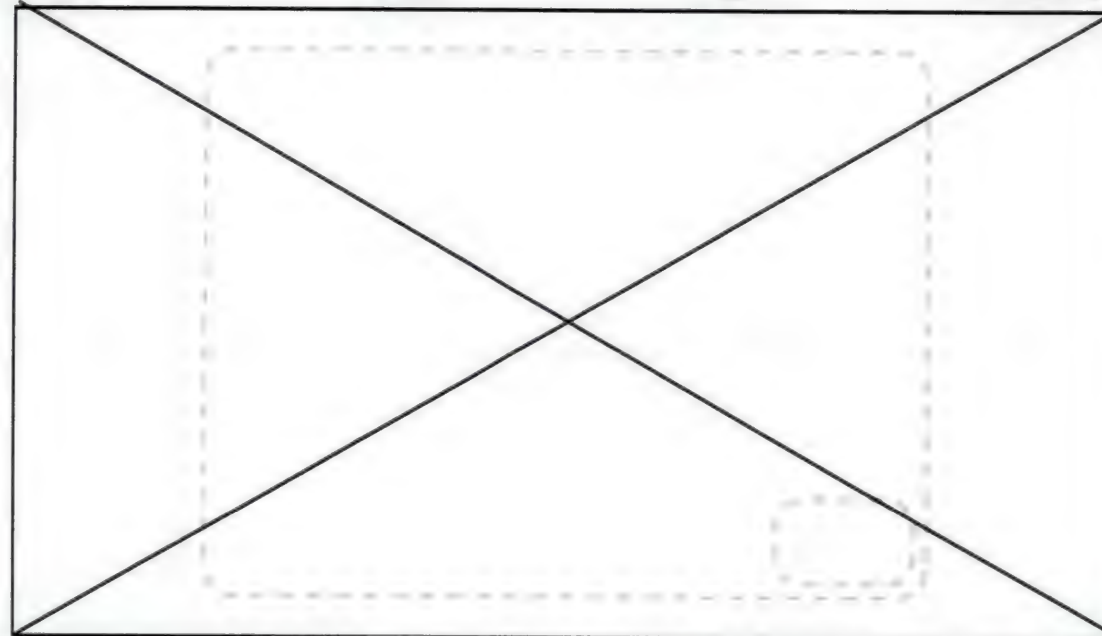
day night



Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

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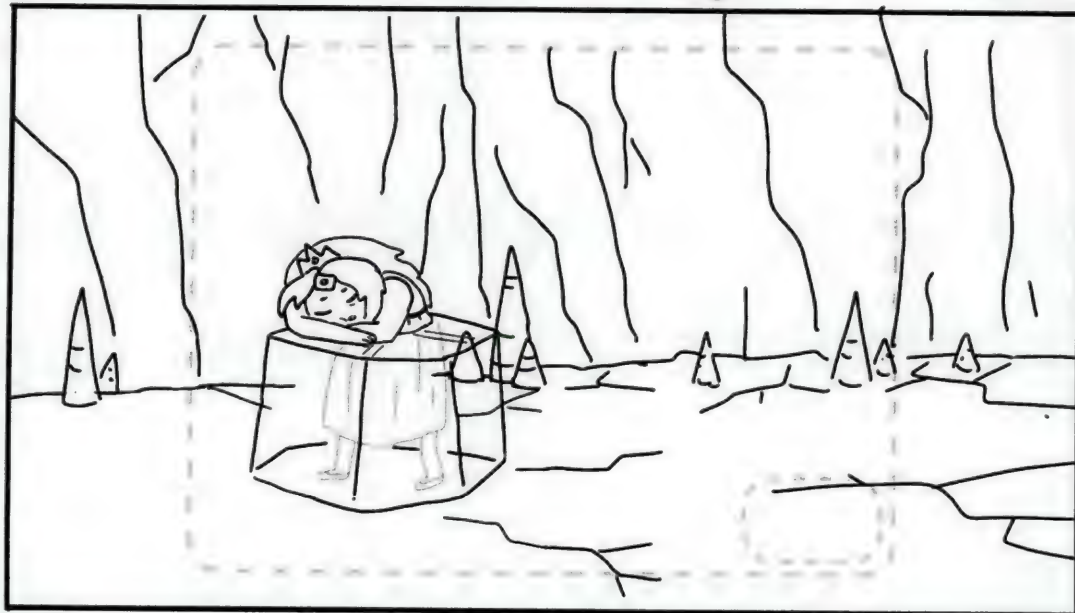
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Sc. 140

Pnl. A

Bg.

day night

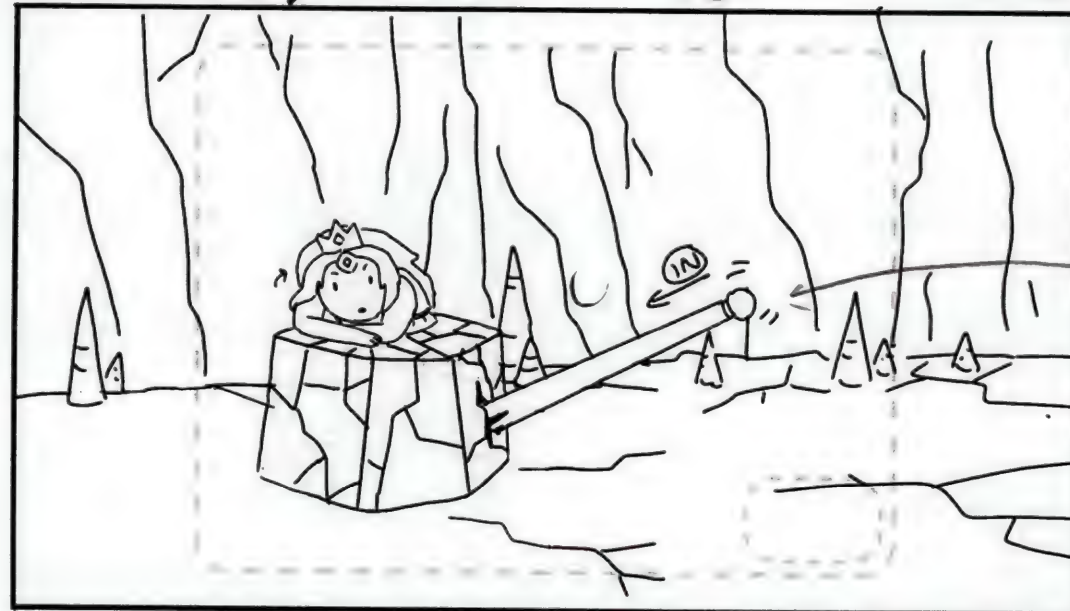


Sc. 140 *cont*

Pnl. B

Bg.

day night



EPISODE # 1034-242

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Dialog:

Sfx: *ice cracking*

Action:

- mast flies in, cracks FP's ice
- she looks up

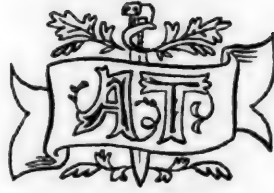
Timing:

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Sc. 140 *cont* Pnl. C

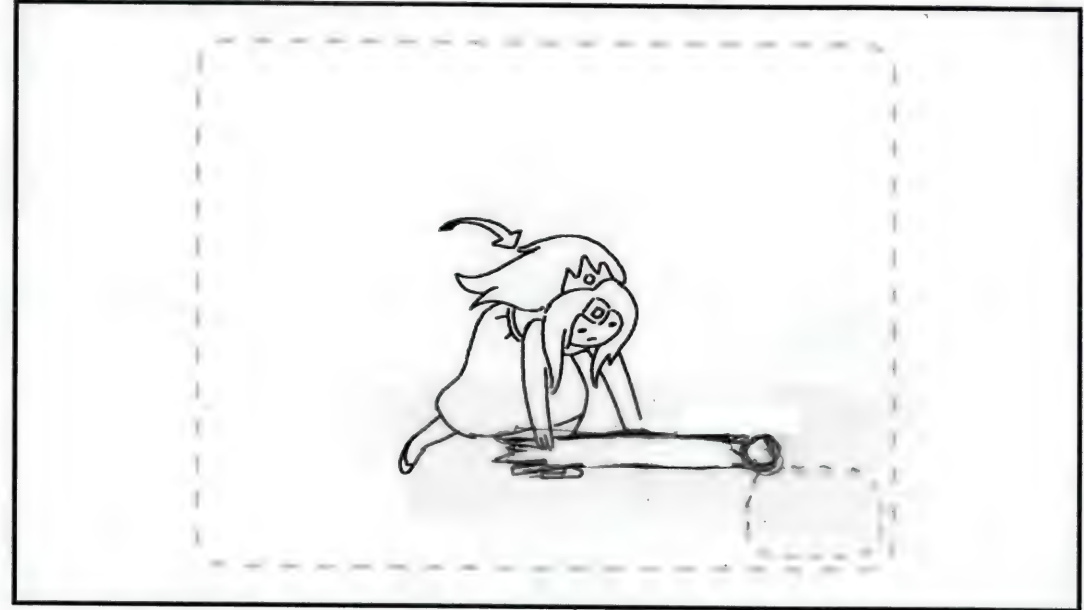
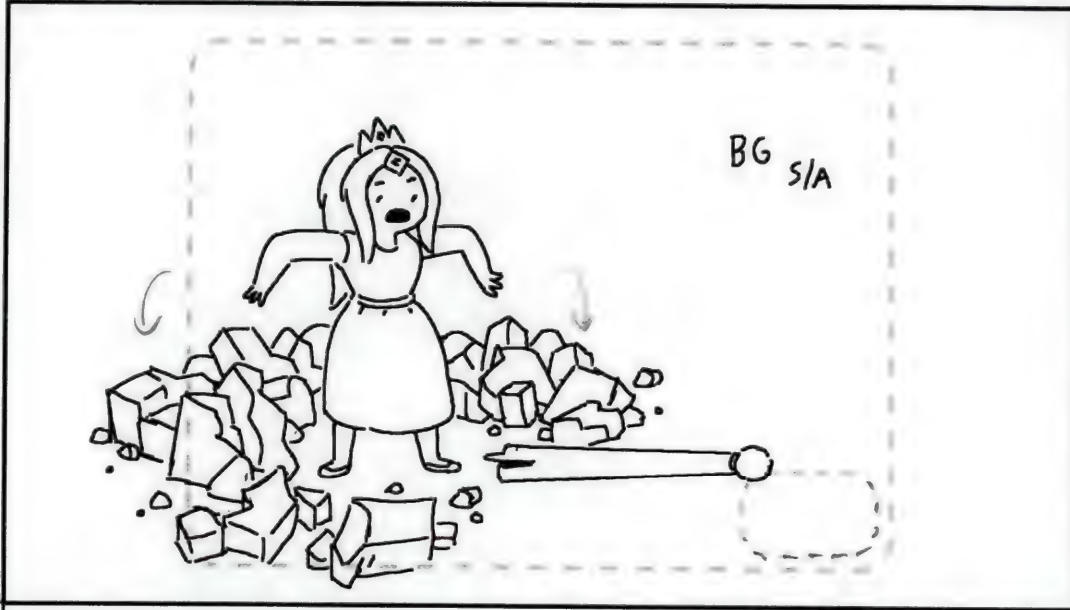
Bg.

day night

Sc. 140 *cont* Pnl. D

Bg.

day night



Dialog:

SFX: * SKSHH * PB: FOOD! (C)

Action:

F.P. IS FREED.

F.P. PICKS UP MAST

Timing:



DEC 02 2015

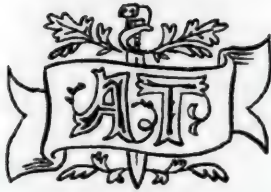
Production:

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Sc. 140 *CONT* Pnl. E

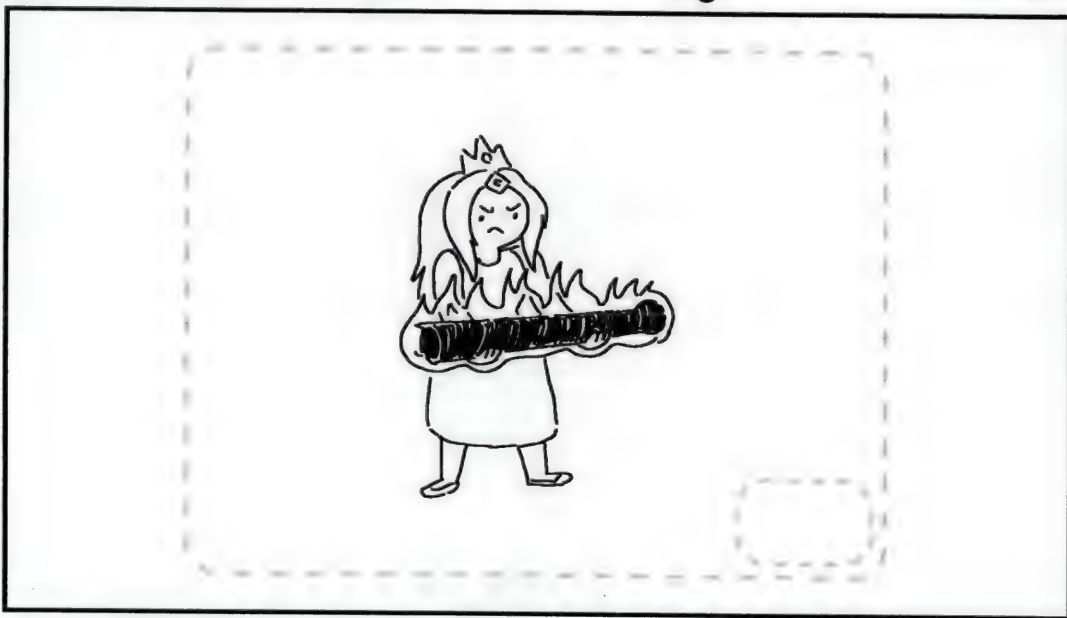
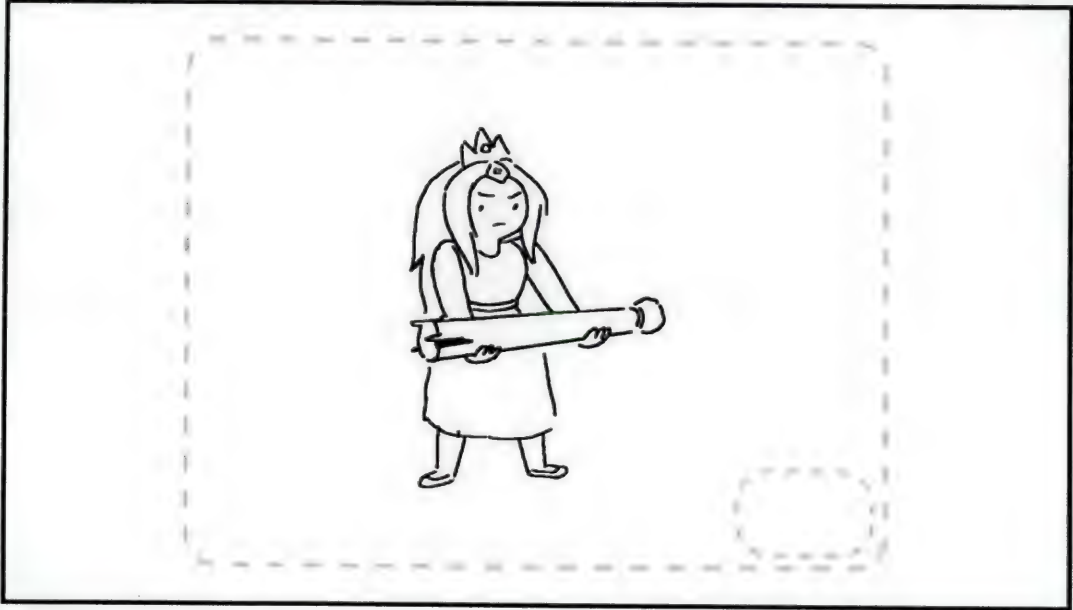
Bg.

day night

Sc. 140 *CONT* Pnl. F

Bg.

day night



Dialog:

Sfx. * FWOOSH! *

Action:

F.P. BURNS UP MAST TO REFUEL &
REGAIN STRENGTH.

Timing:

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Production:

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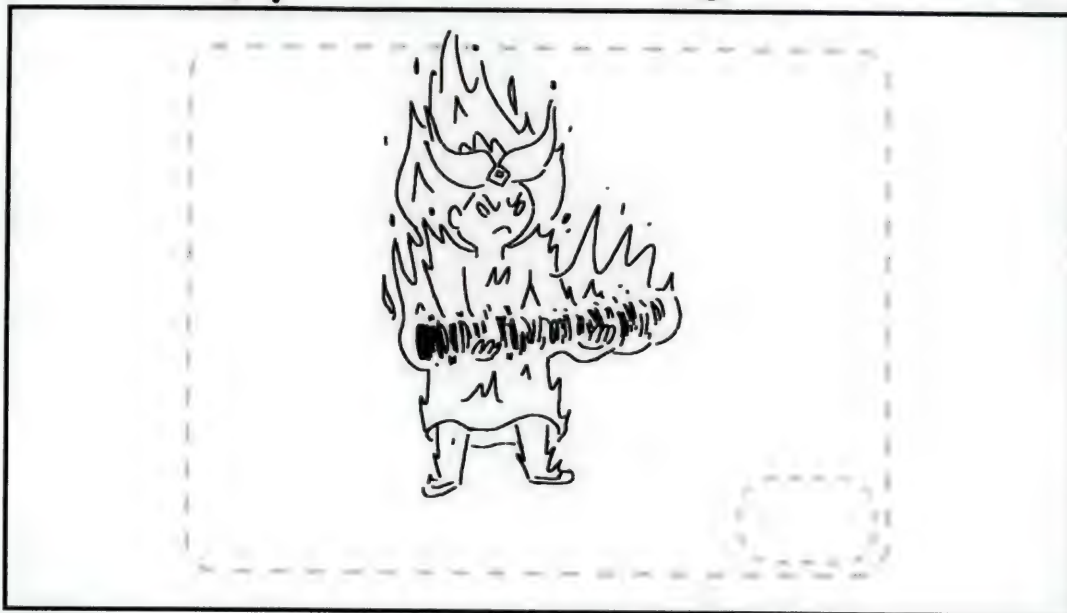
ADVENTURE TIME



Page 268

Sc. 140 *cont* Pnl. *G* Bg.

day night



Sc. 140 *cont* Pnl. *H* Bg.

day night



Dialog:

Action:

-FP BACK TO NORMAL COLOR.

DEC 02 2015

Timing:

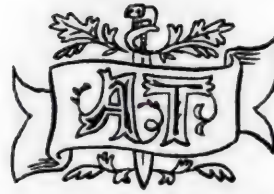
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ADVENTURE TIME



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Sc. 140 *CONT* Pnl. I

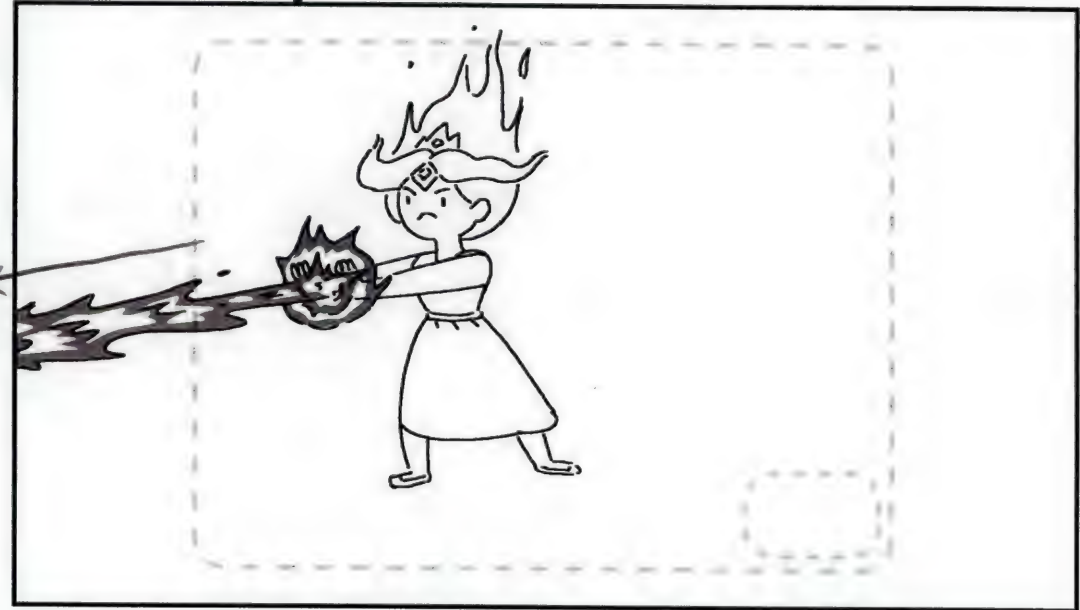
Bg.

day night

Sc. 140 *CONT* Pnl. J

Bg.

day night



Dialog:

Action:

F.P. BLASTS FIRE O.S.

DEC 02 2013

Timing:

EPISODE # 1034-242

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Production:

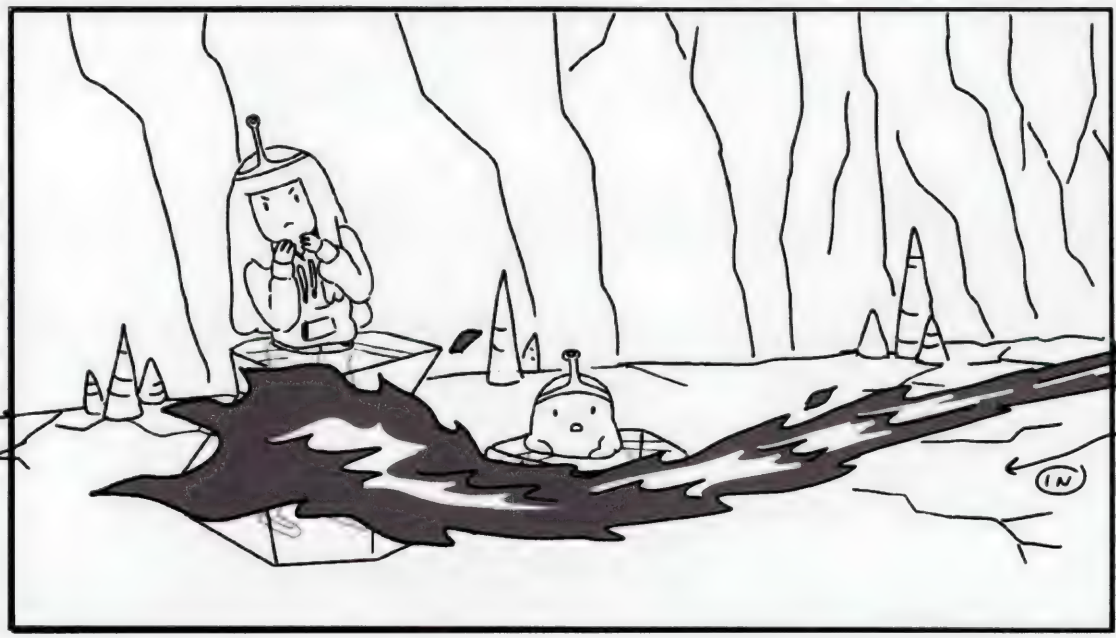
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ADVENTURE TIME

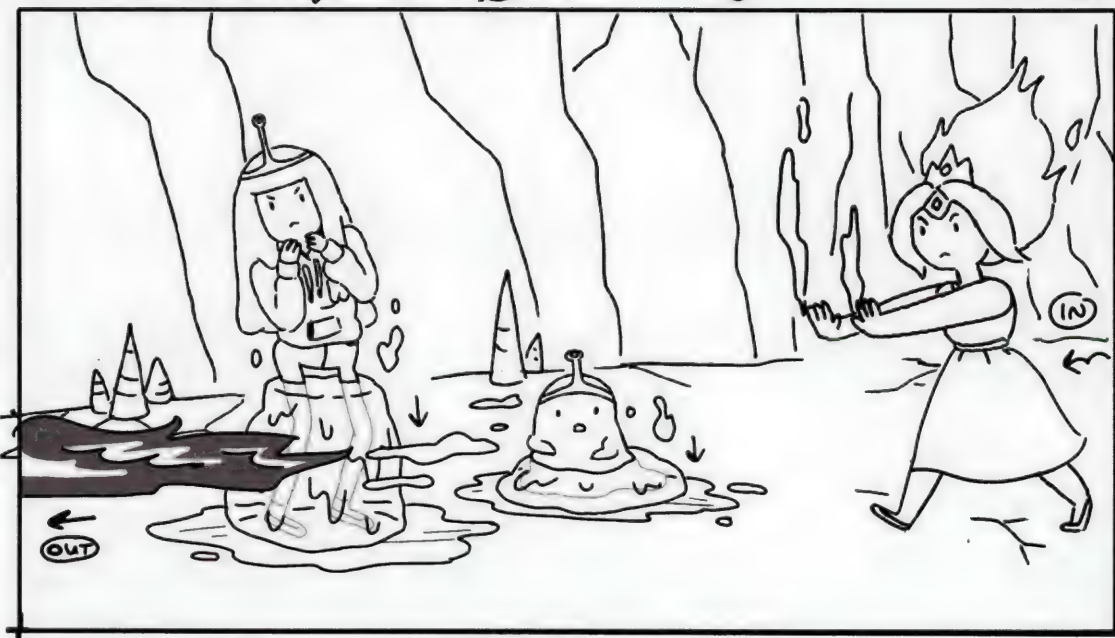


Page 270
270A NEXT
day night

Sc. 141 Pnl. A Bg. day night



Sc. 141 CONT Pnl. B Bg. day night



Dialog:

Sfx: + SS SS *

Action: -FP'S FIRE MELTS ICE AROUND PB + SP.

Timing:

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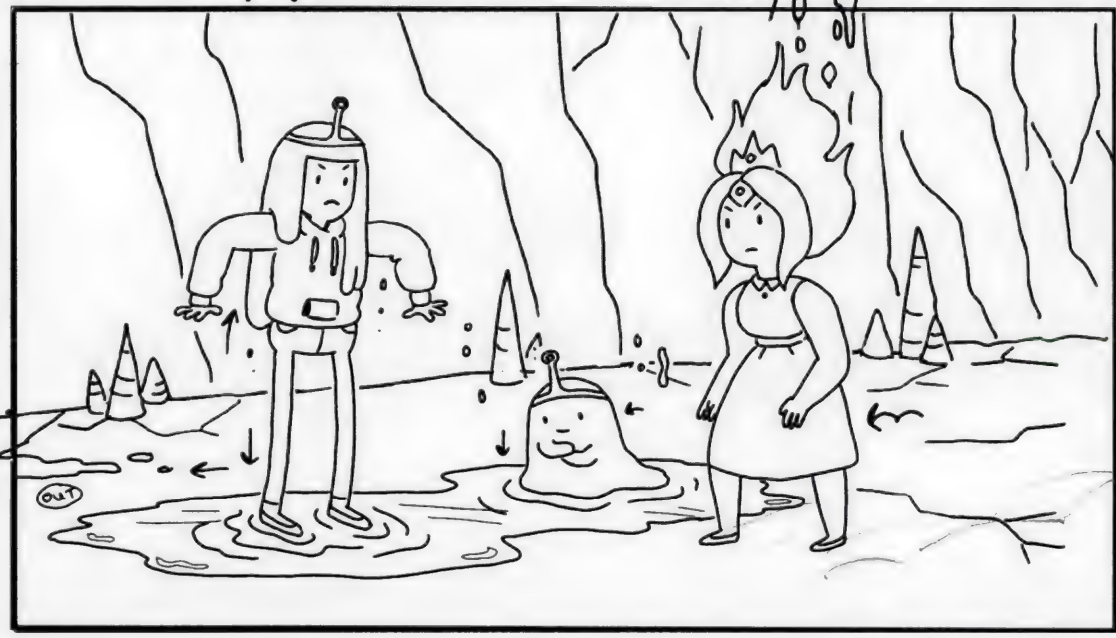
ADVENTURE TIME



Sc. 141 *cont* Pnl. C

Bg. ^{out} ↑

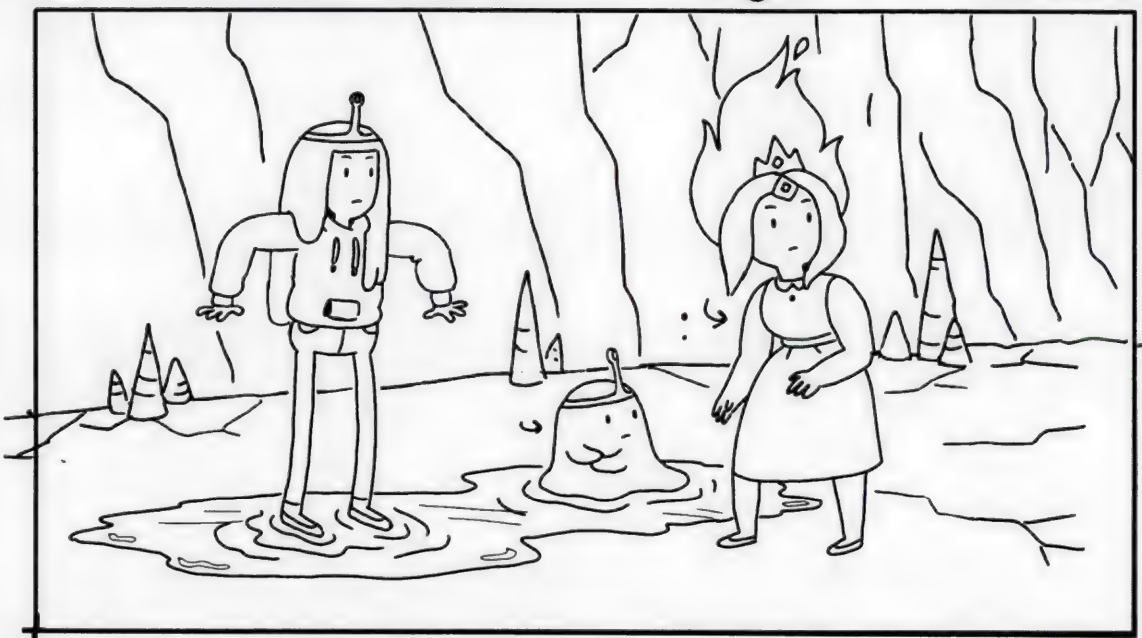
day night



Sc. 141 *cont* Pnl. D

Bg.

Page 270A
27/next
day night



Dialog: P(o/s): What a -

P(o/s): surprise! *It's a.*

Action: -ICE FINISHES MELTING

Timing:

DEC 02 2015

1034-242

EPISODE #

1034/242

Production:

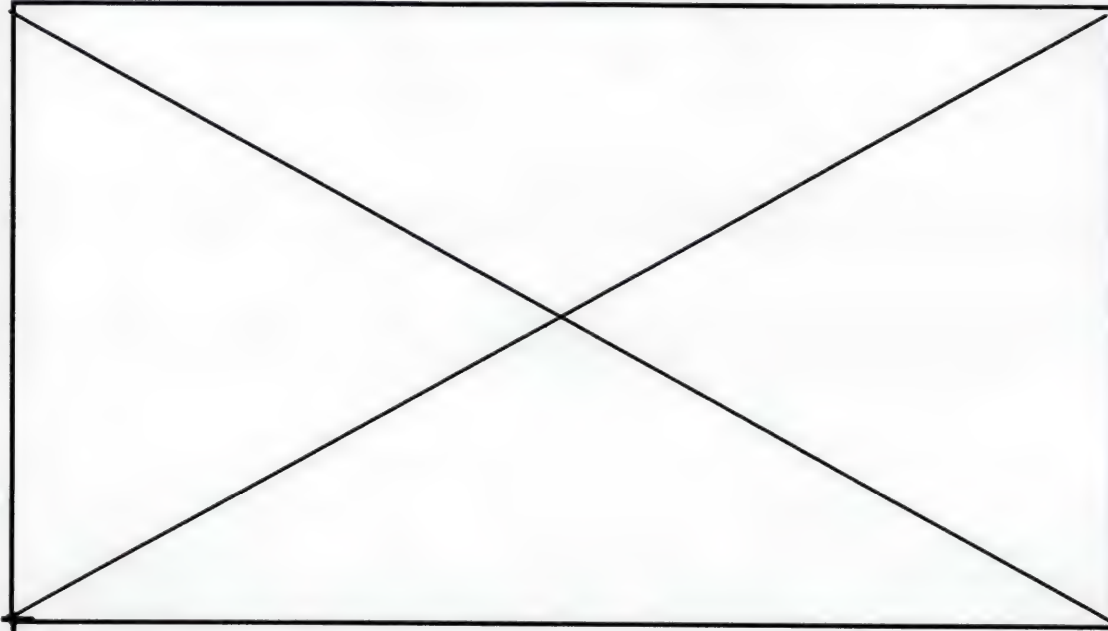
1034/242

ADVENTURE TIME



Page 271

Sc. Pnl. Bg. day night Sc. 142 Pnl. A Bg. day night



Dialog:	<u>P/</u> it's a billion years later and you're still not cool.
Action:	
Timing:	DEC 02 2015

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EPISODE #

1034/242

Production:

1034/242

1034/242

ADVENTURE TIME



Page **272**

Sc. **143**

Pnl. **A**

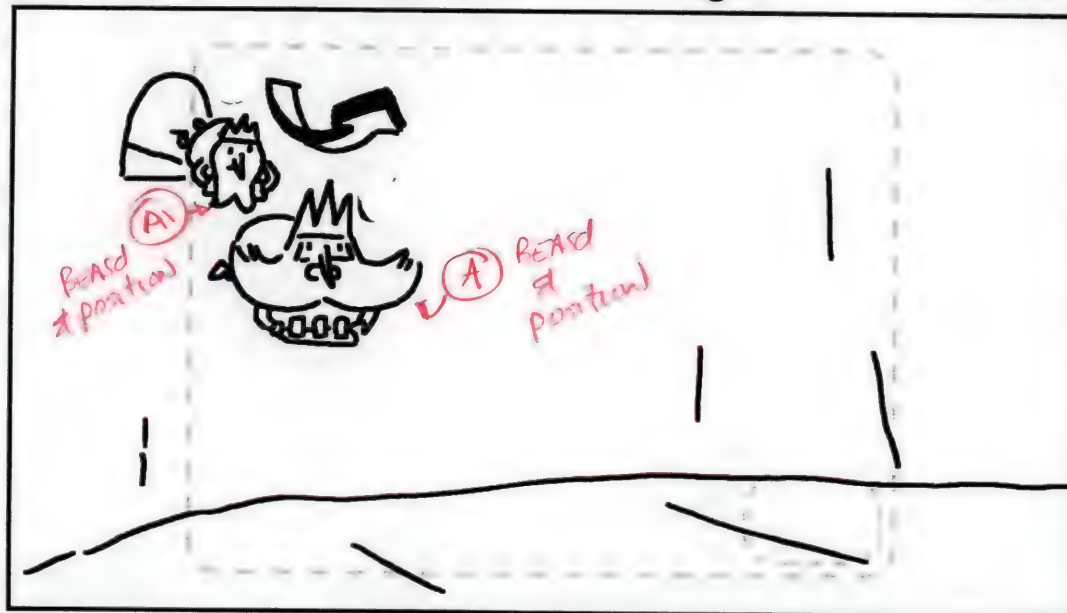
Bg.

day night

Sc. **143** *cont* Pnl. **B**

Bg.

day night



Dialog:

IK / Ladies! Please --

IK / don't fight! there's
enough Ice king
to go around!

Action:

-IK FLIES FORWARD CARRYING DRINKS.

Timing:

CYCLE
C-3-R



DEC 02 2015

Production:

EPISODE # **1034-242**

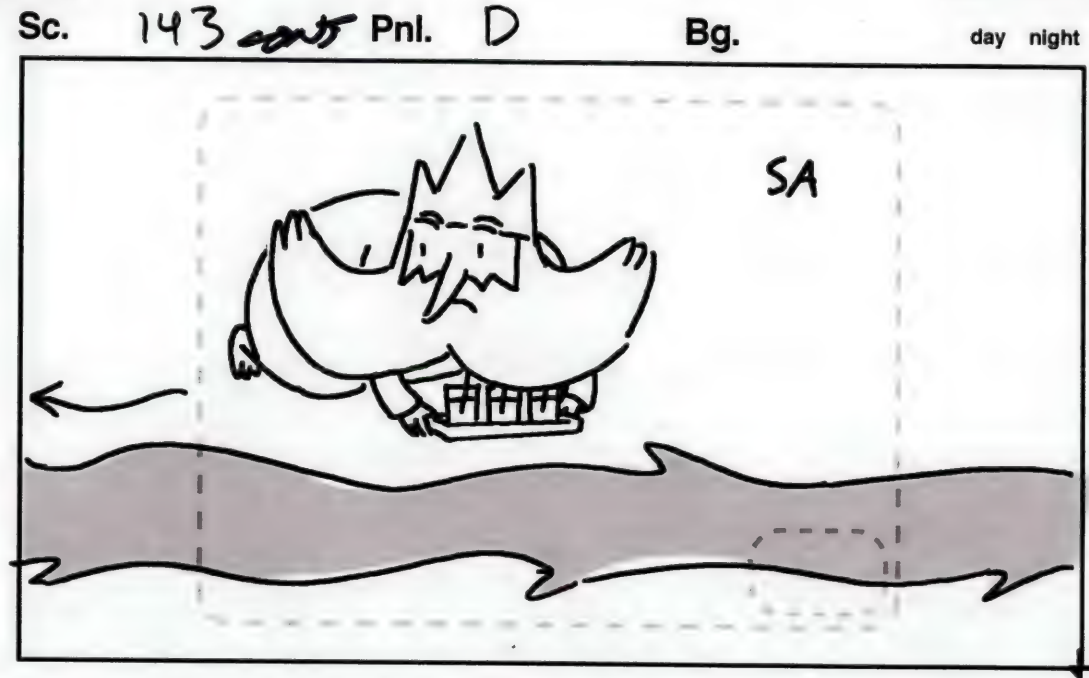
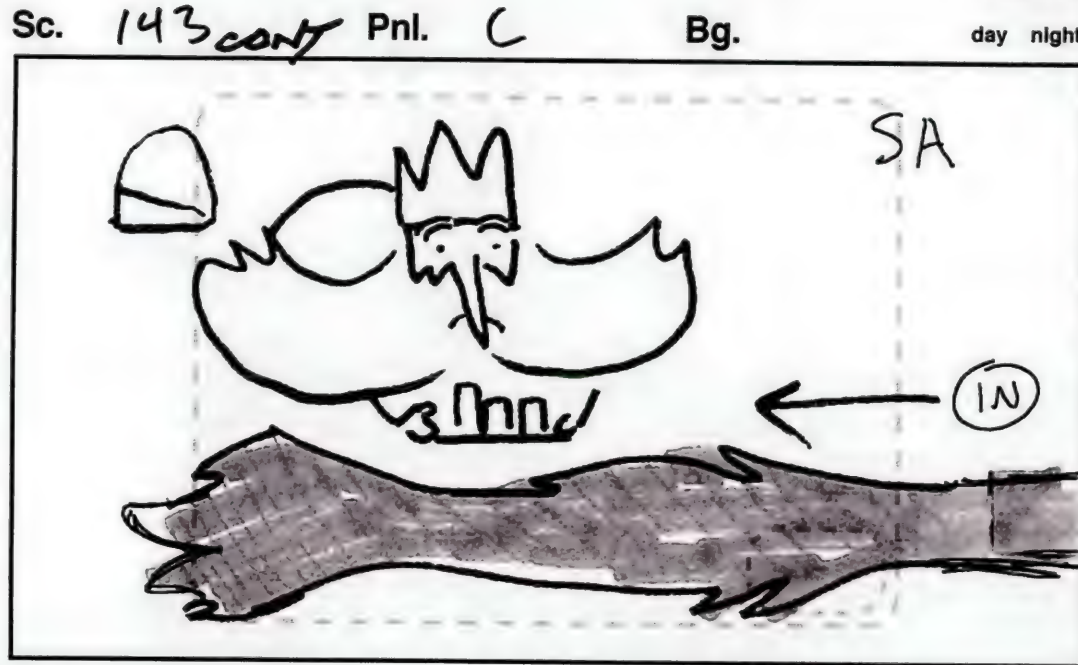
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1034/242

ADVENTURE TIME



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Dialog:	
Action:	- FIRE BLASTS THROUGH SCREEN.
Timing:	DEC 02 2015

1034-242

EPISODE #

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Production:

1034/242

ADVENTURE TIME



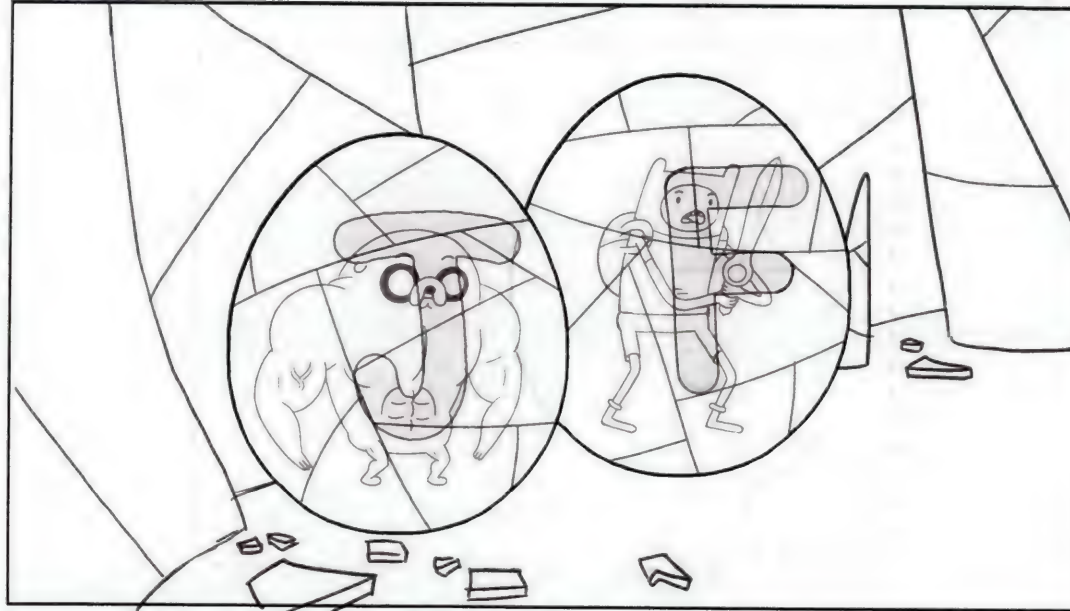
Page 274

Sc. 144

Pnl. A

Bg.

day night

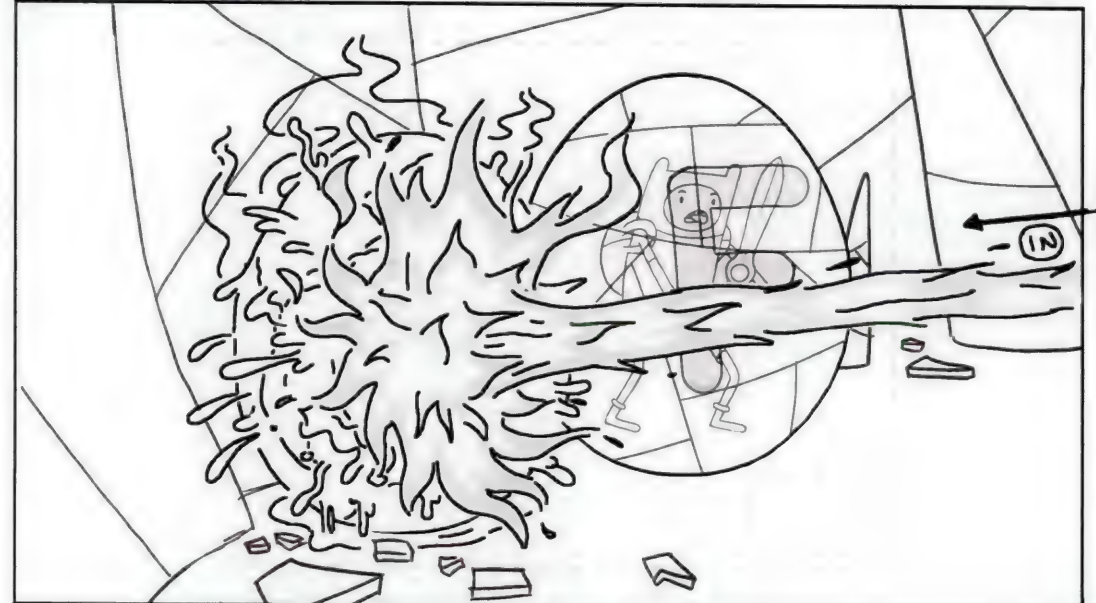


Sc. 144 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

F.P. (o.s.) SHOTS FIRE TO MELT/FREE
F+J FROM ICE EGGS.

Timing:

DEC 02 2015

EPISODE # 1034-242

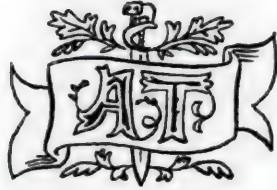
Production:

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1034/242

1034/242

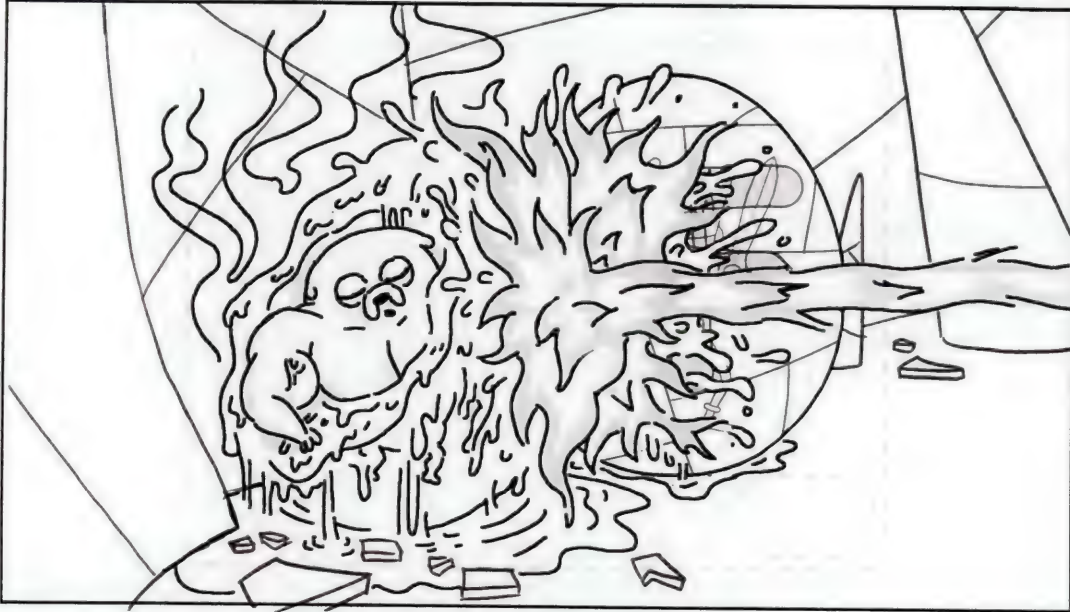
ADVENTURE TIME



Sc. 144 cont Pnl. C

Bg.

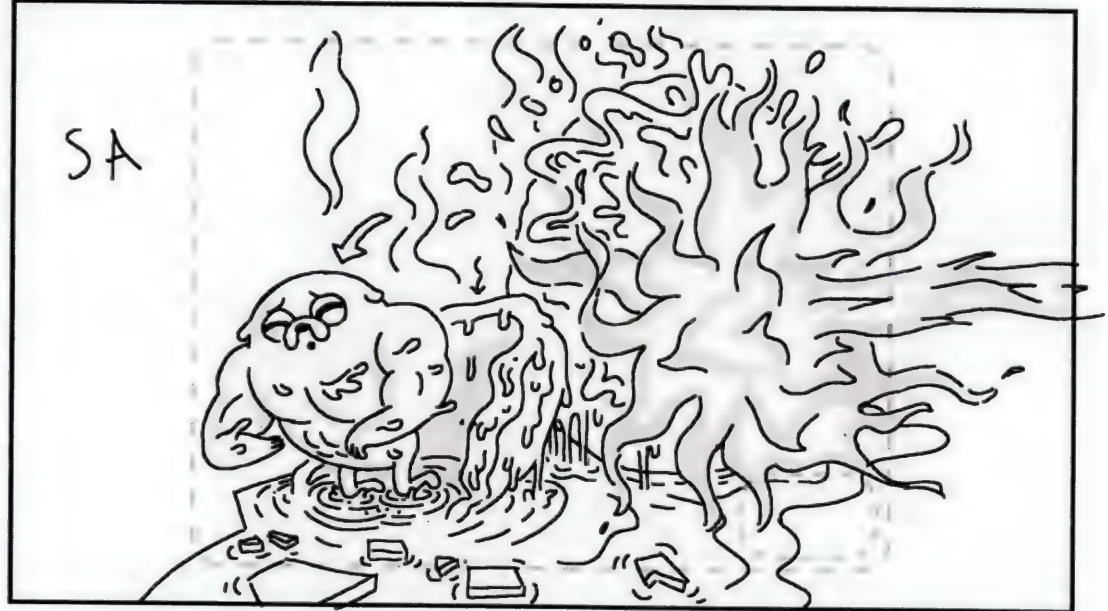
day night



Sc. 144 cont Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

1034/242

Production:

1034/242

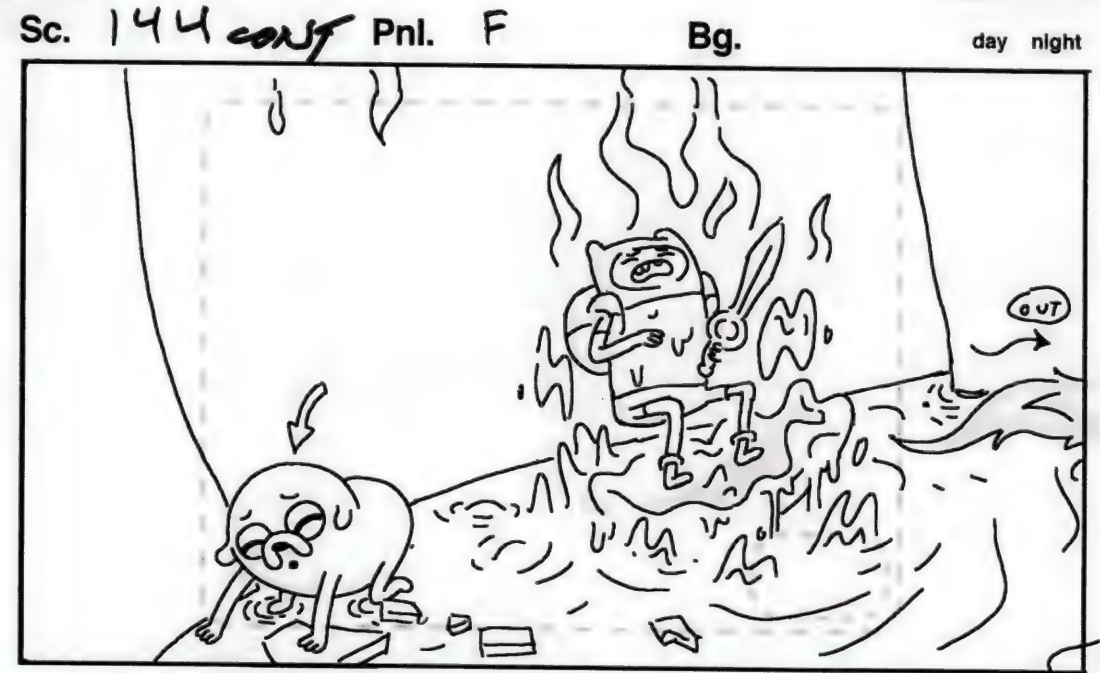
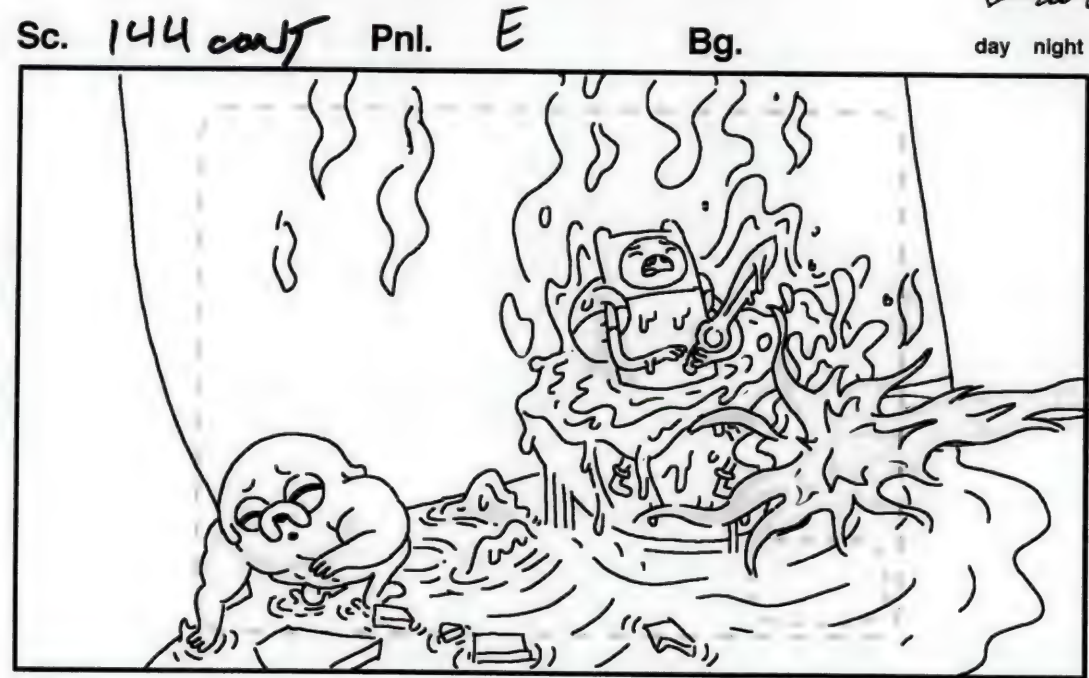
1034/242

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ADVENTURE TIME



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Dialog:
Action:
Timing:

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EPISODE #

Production:

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1034/242

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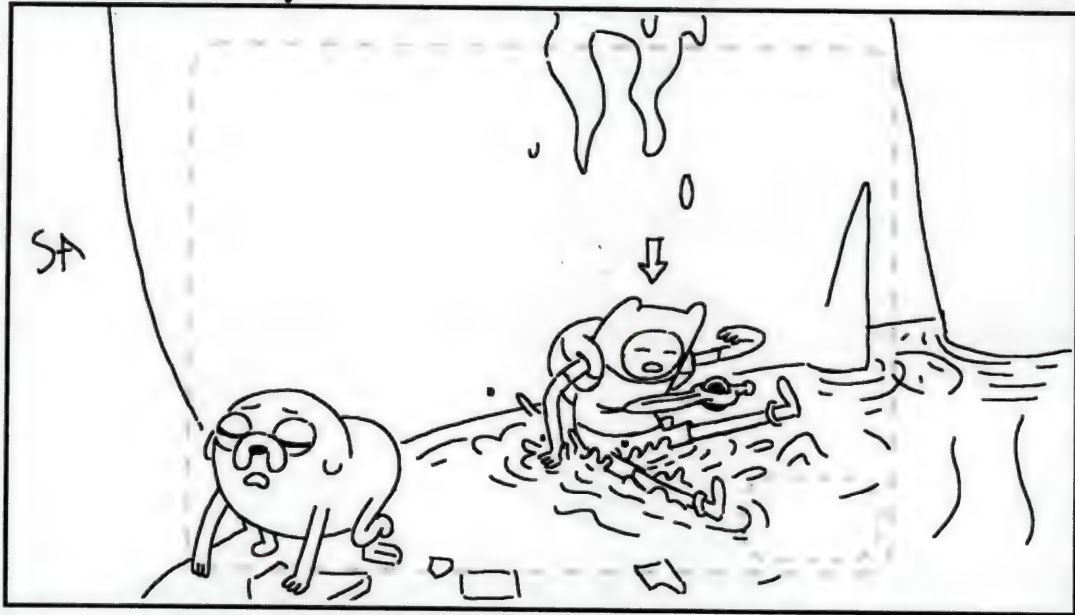
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ADVENTURE TIME

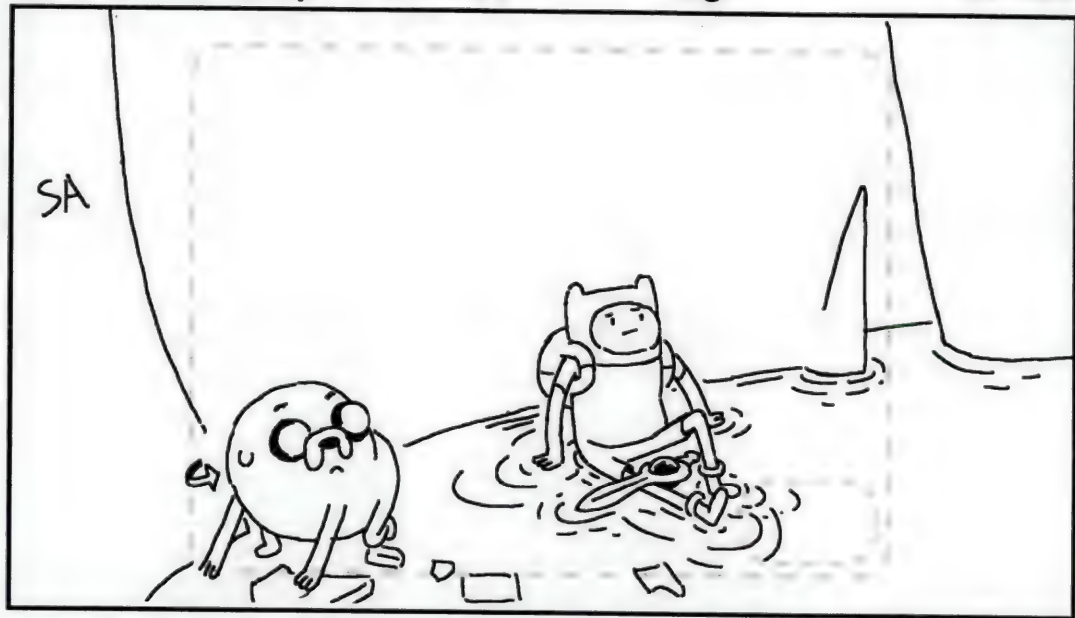



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Sc. 144 *cont* Pnl. G Bg. day night



Sc. 144 *cont* Pnl. H Bg. day night



Dialog:	<u>F+J</u> : (GROANING)	
	<u>P</u> :(os) YOU DUMMIES...	
Action:		
Timing:		

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EPISODE #

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Production:

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ADVENTURE TIME



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Sc. 145

Pnl. A

Bg.

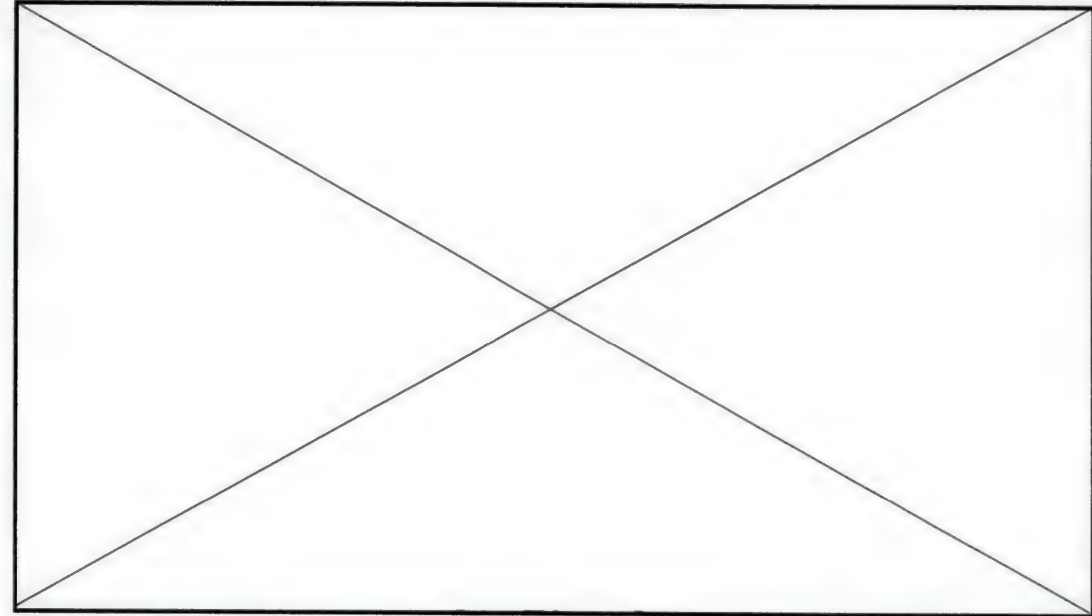
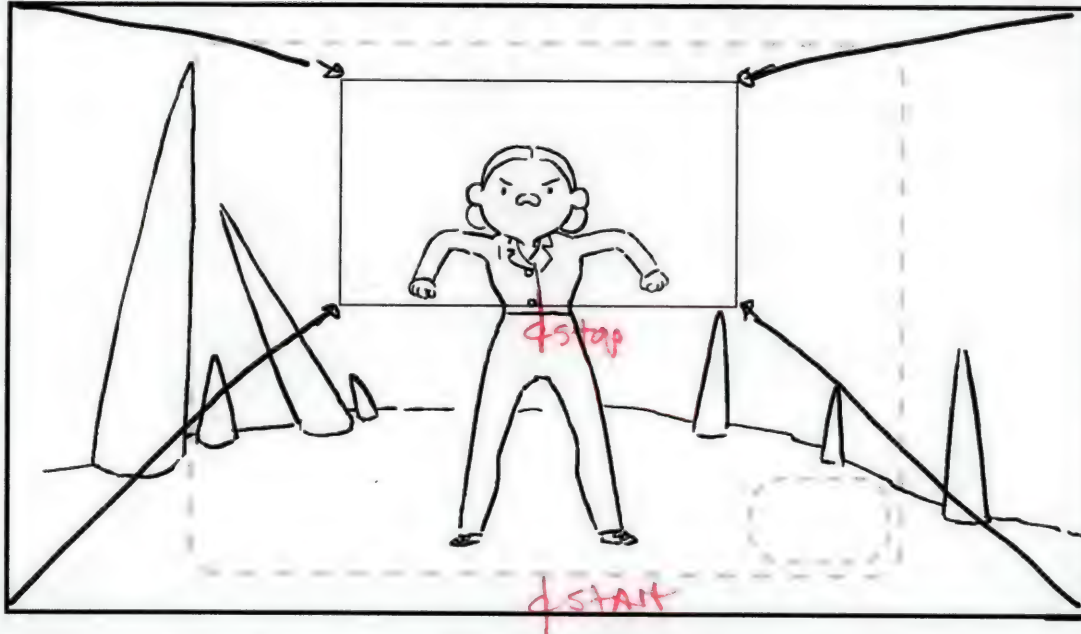
day night

Sc.

Pnl.

Bg.

day night



Dialog:

P / I'm done
hiding out..

Action:

- TRUCK IN ON PATIENCE.

Timing:

DEC 11 2 2015

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EPISODE #

1034/242

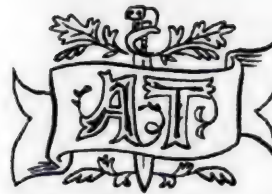
Production:

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1034/242

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ADVENTURE TIME



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Sc. 145 cont Pnl. C Bg.

day night



Sc. 145 cont Pnl. D Bg.

day night



Dialog:

P/ everybody out there is

P/ gonna know me soon..

Action:

Timing:

DEC 02 2015

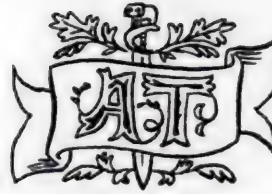
EPISODE # 1034-242

Production:

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1034/242

ADVENTURE TIME

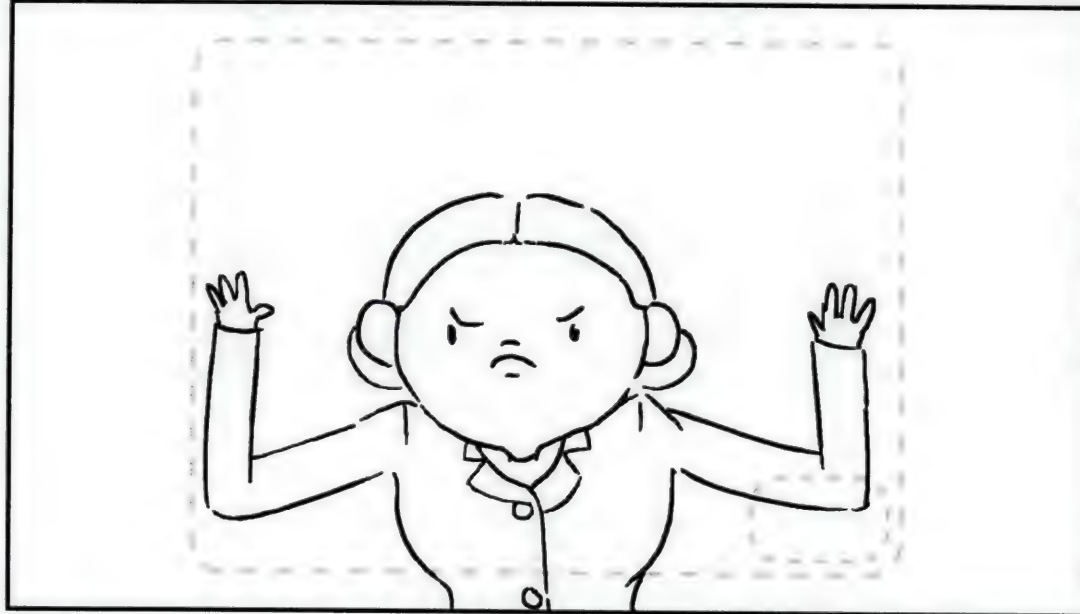


Page 280

Sc. 145 cont Pnl. E

Bg.

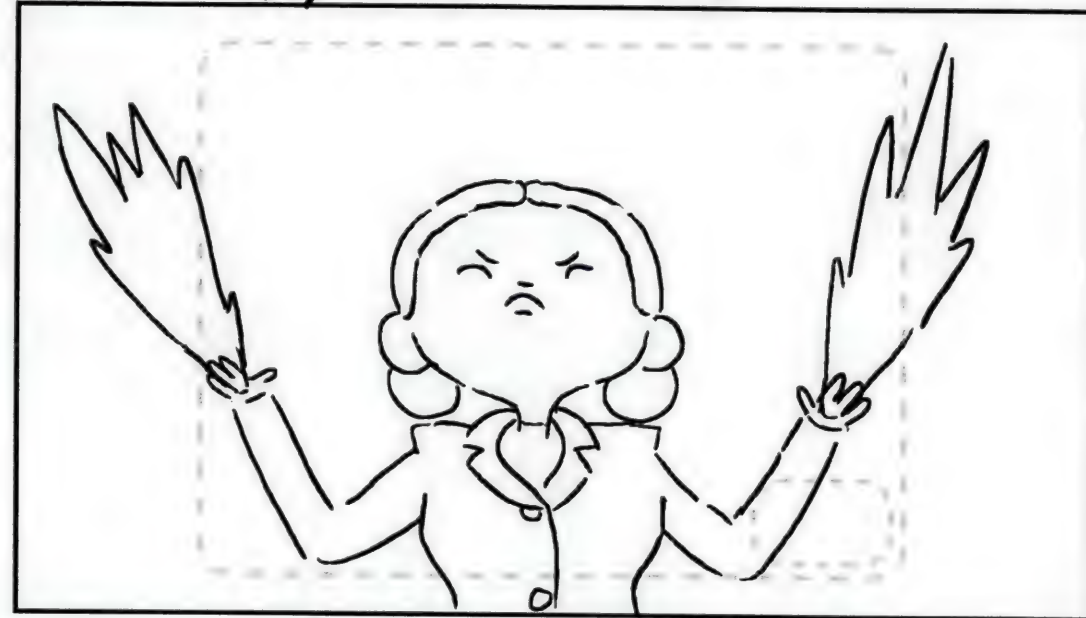
day night



Sc. 145 cont Pnl. F

Bg.

day night



Dialog:

Action:

<scary
sound>

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242

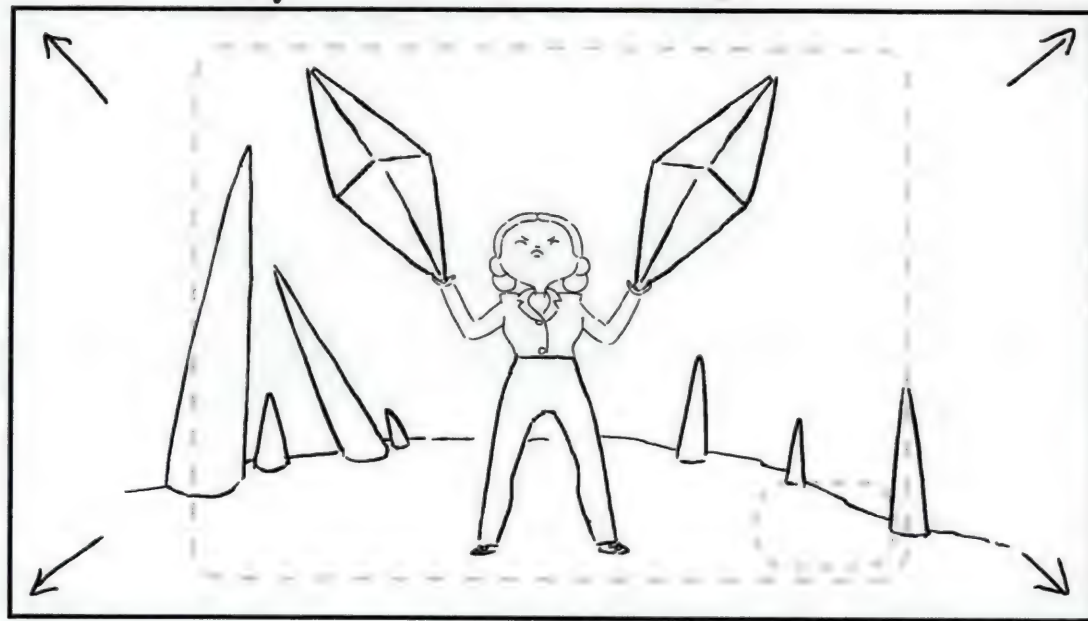
1034/242

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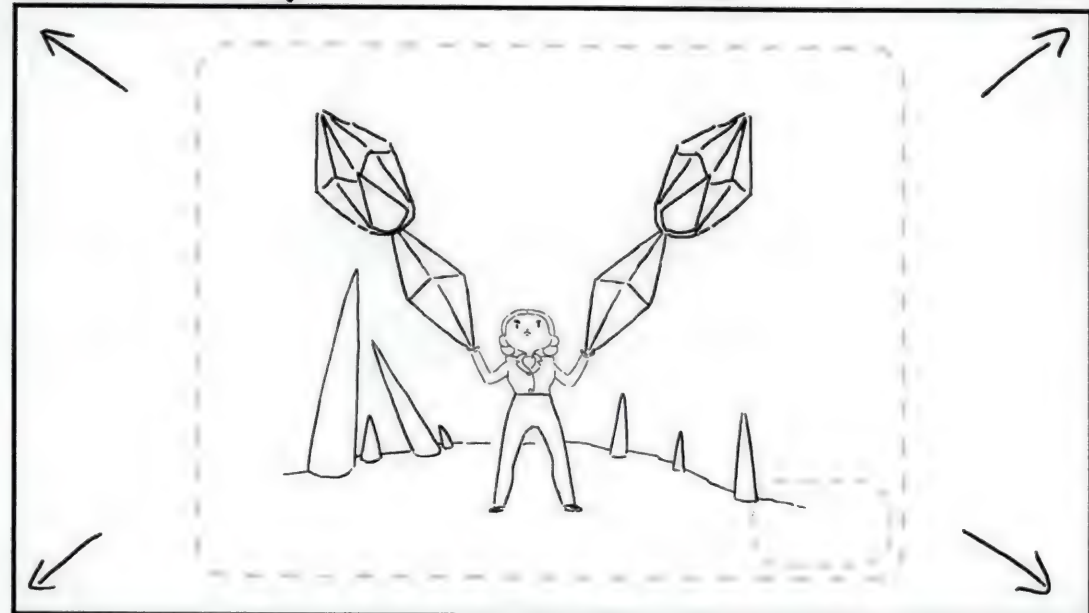
ADVENTURE TIME



Sc. 145 CONT Pnl. 6 Bg. day night



Sc. 145 CONT Pnl. H Bg. day night



Dialog:
Action:
Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

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1034/242

ADVENTURE TIME

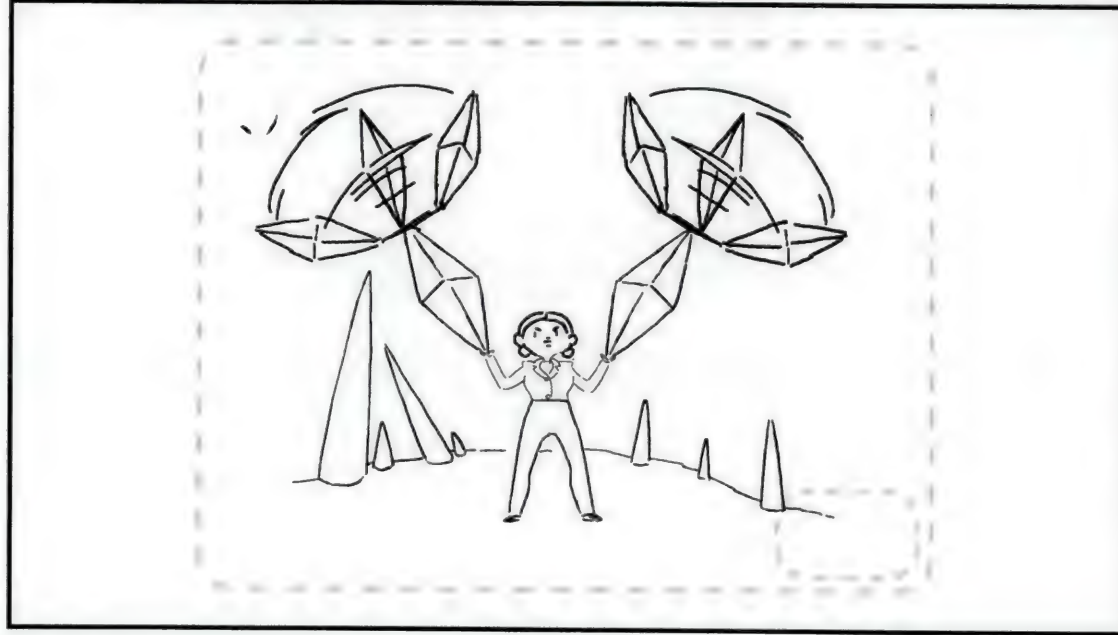


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Sc. **145** *cont* Pnl. **I**

Bg.

day night

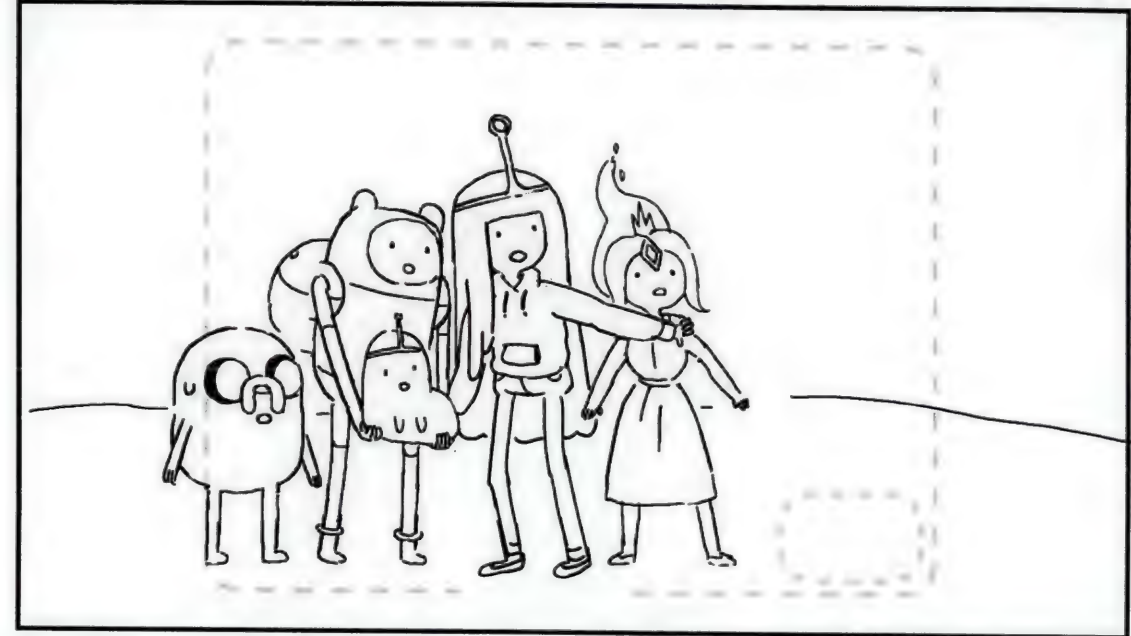


Sc. **146**

Pnl. **A**

Bg.

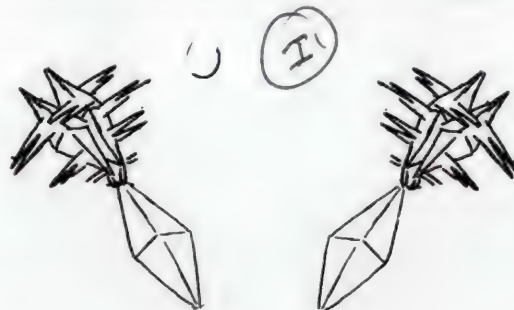
day night



Dialog:

Sfx: * VRRRRR! *

Action:



- PATIENCE FORMS IMPRESSIVE
SPINNING BLADES

DEC 02 2015

Timing:

EPISODE # **1034-242**

1034/242

Production:

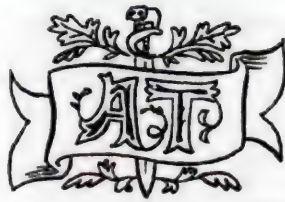
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1034/242

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1034/242

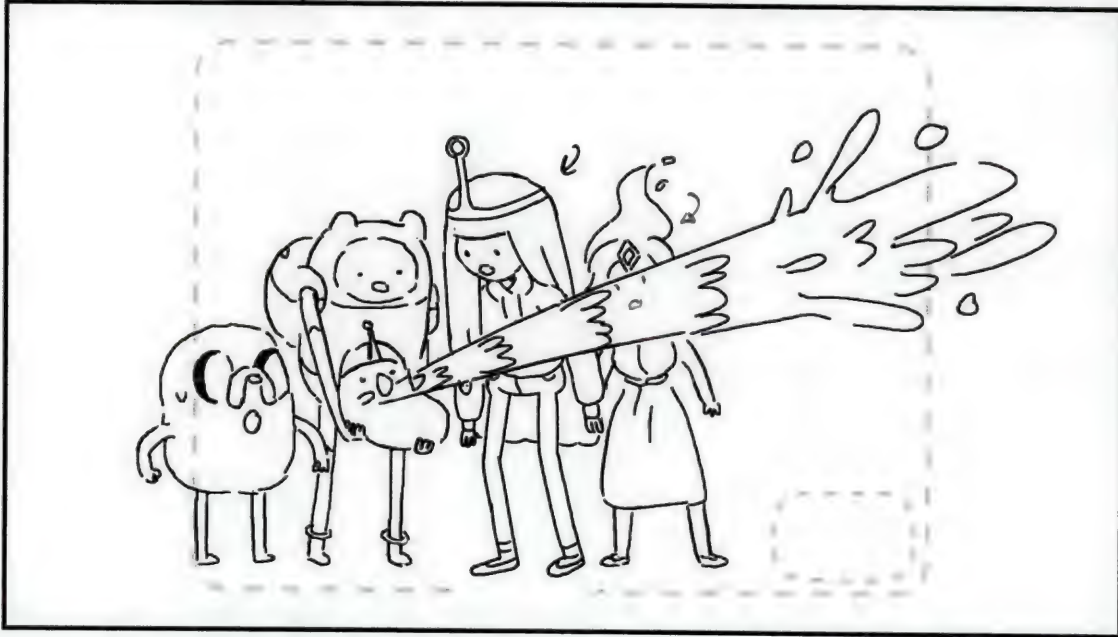
ADVENTURE TIME



Sc. 146 *cont* Pnl. B

Bg.

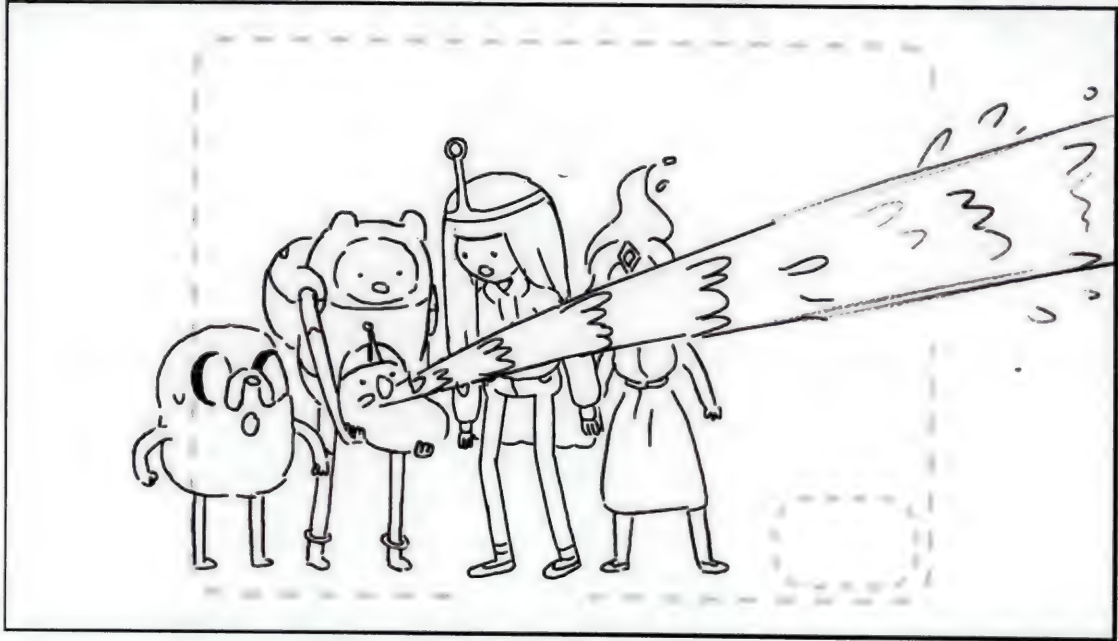
day night



Sc. 146 *cont* Pnl. C

Bg.

Page ²⁸³
~~283~~ *cont*
day night



Dialog:

2.
SP/ Ahhhh!

Action:

3. splatat-
atatat! - SP FIRES SLIME
OFF/S.

Timing:

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Production:

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1034/242

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ADVENTURE TIME



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204 NEXT
day night

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.
147	A	

Dialog:
Action:
Timing:

- PATIENCE CHARGES
DEC 02 2015

EPISODE # 1034-242

Production:

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1034/242

ADVENTURE TIME



Sc. 147 CONT Pnl. B

Bg.

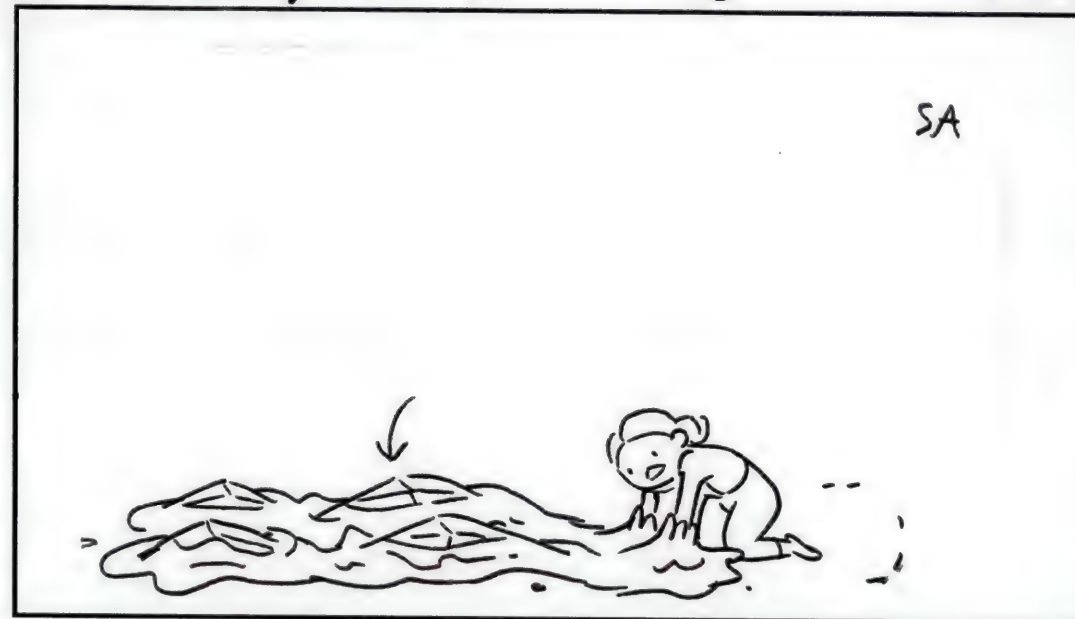
day night

Sc. 147 CONT Pnl. C

Bg.

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204A NEW
day night

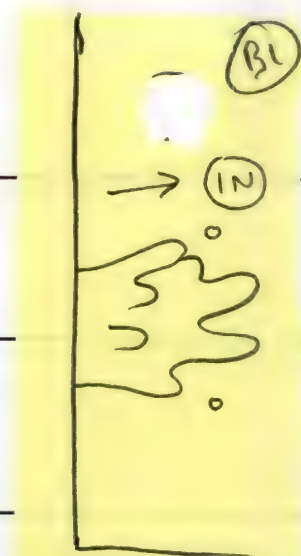


Dialog:

Action:

Timing:

SFX: Splatatatat!



P: UHNNN

- P'S SLIME-COVERED BLADES
SLUMP TO GROUND TRAPPING HER.

DEC 02 2010

EPISODE # 1034-242

Production:

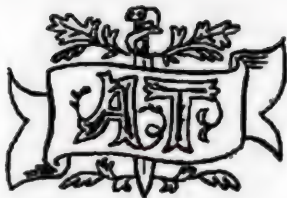
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1034/242

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ADVENTURE TIME

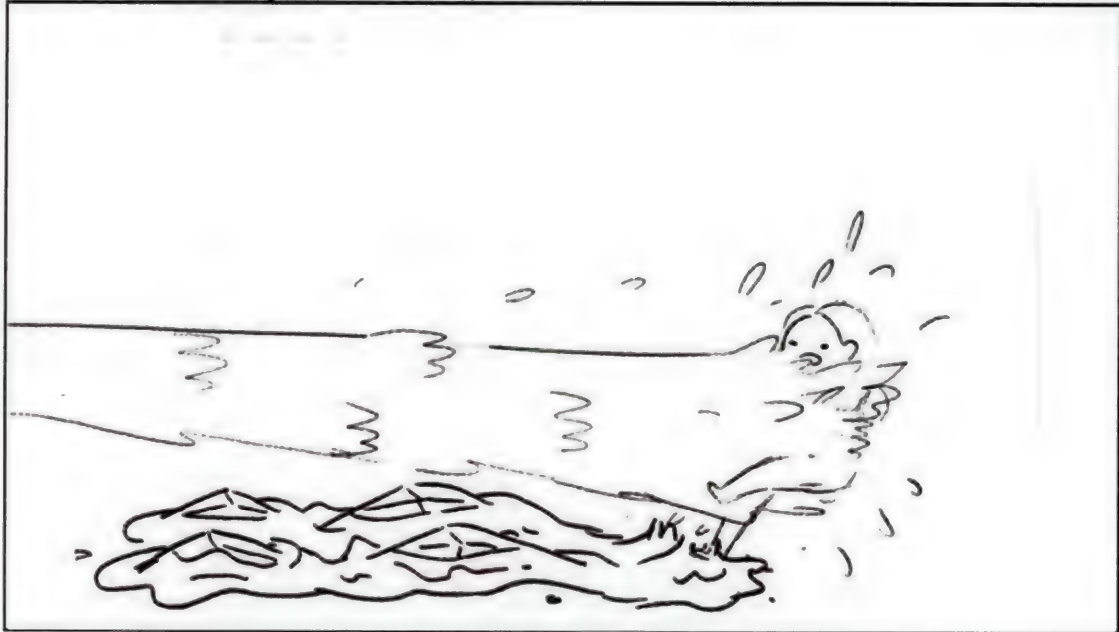


Sc. 147 *CONT*

Pnl. D

Bg.

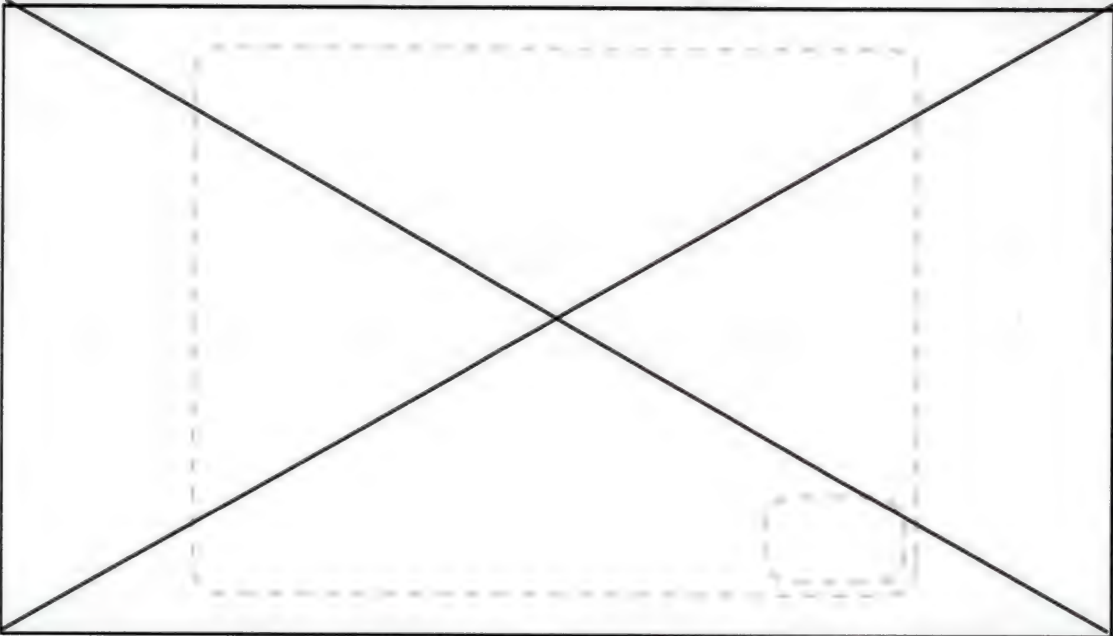
day night



Sc.

Pnl.

Bg.



Page 284A
205 NEXT
day night

Dialog:

Action:

Timing:

DEC 02 2015

EPISODE #

1034/242

Production :

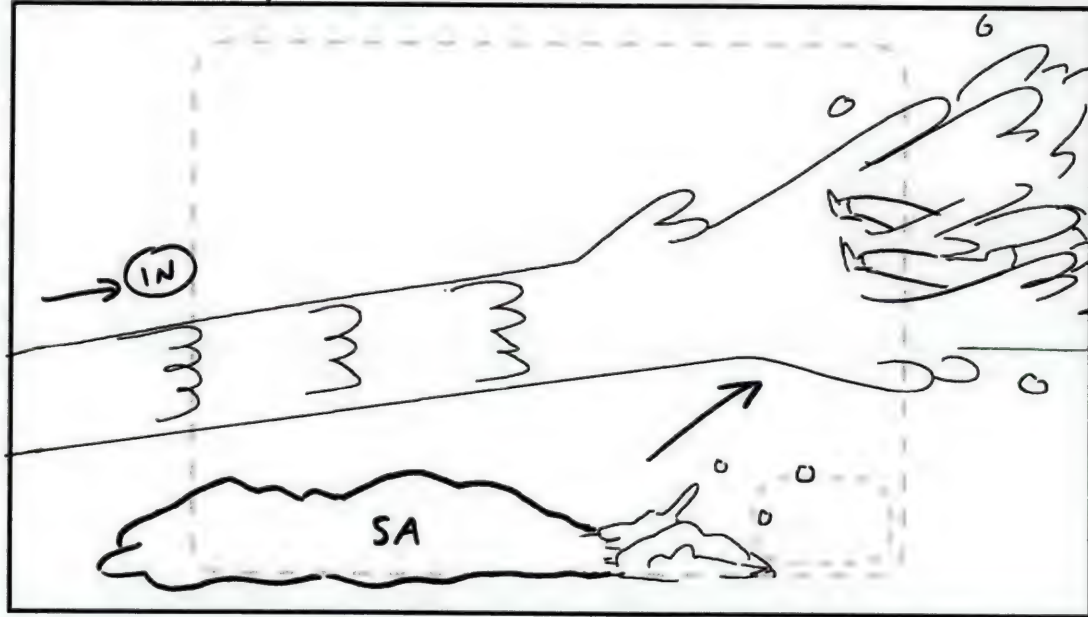
1034/242

ADVENTURE TIME

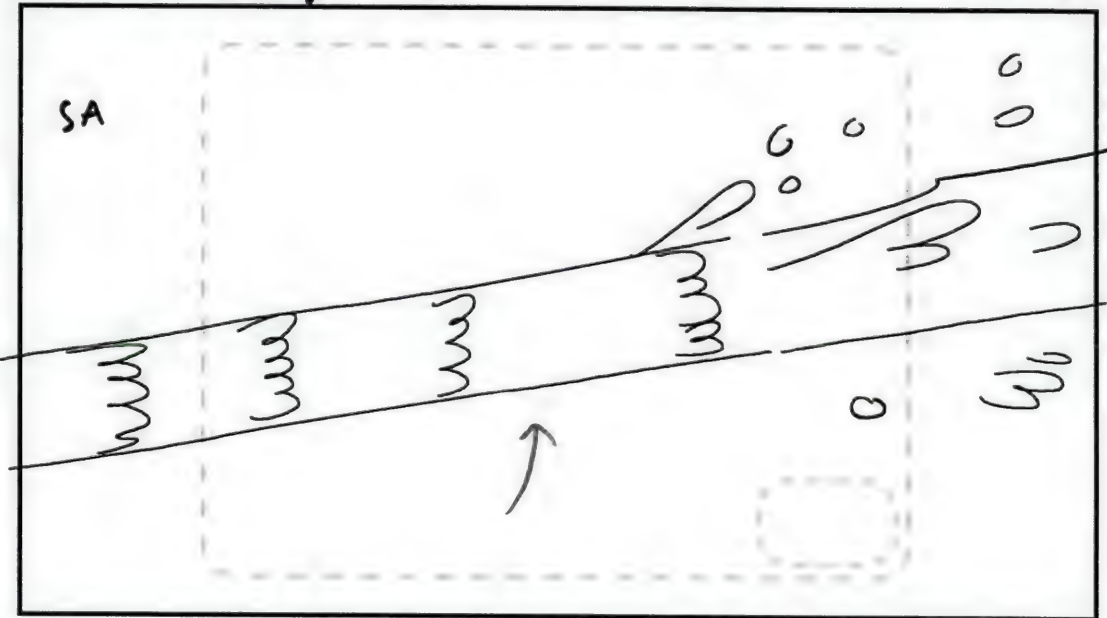


Page 285

Sc. 147 *cont* Pnl. E Bg. day night



Sc. 147 *cont* Pnl. F Bg. day night



Dialog:

*SFX: * SPLTTT! **

Action:

- ANOTHER SAME BLAST KNOCKS PATIENCE OFF/S.

DEC 02 2015

Timing:

EPISODE # 1034-242

1034/242

Production:

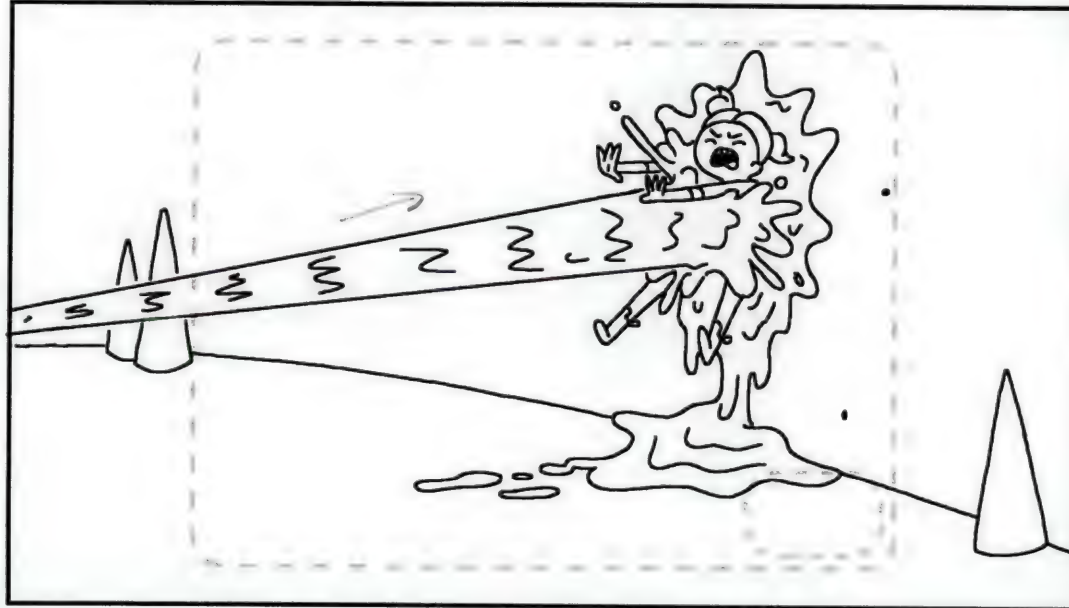
1034/242

ADVENTURE TIME

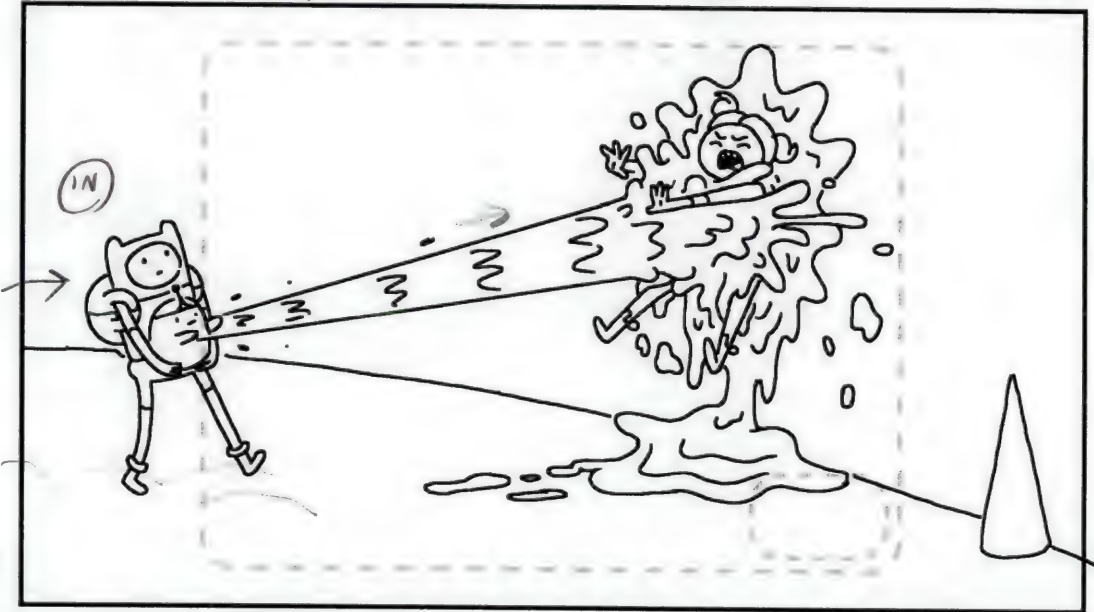


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Sc. 148 Pnl. A Bg. day night



Sc. 148 cont Pnl. B Bg. day night



Dialog: P/ Ahhhhhh!

SFX: +SPT SPT SPT!*

Action: -PATIENCE IS PLASTERED AGAINST WALL.

- F + SP WALK ON/S.

DEC 02 2015

Timing:

EPISODE # 1034-242

1034/242

Production:

1034/242

1034/242

ADVENTURE TIME

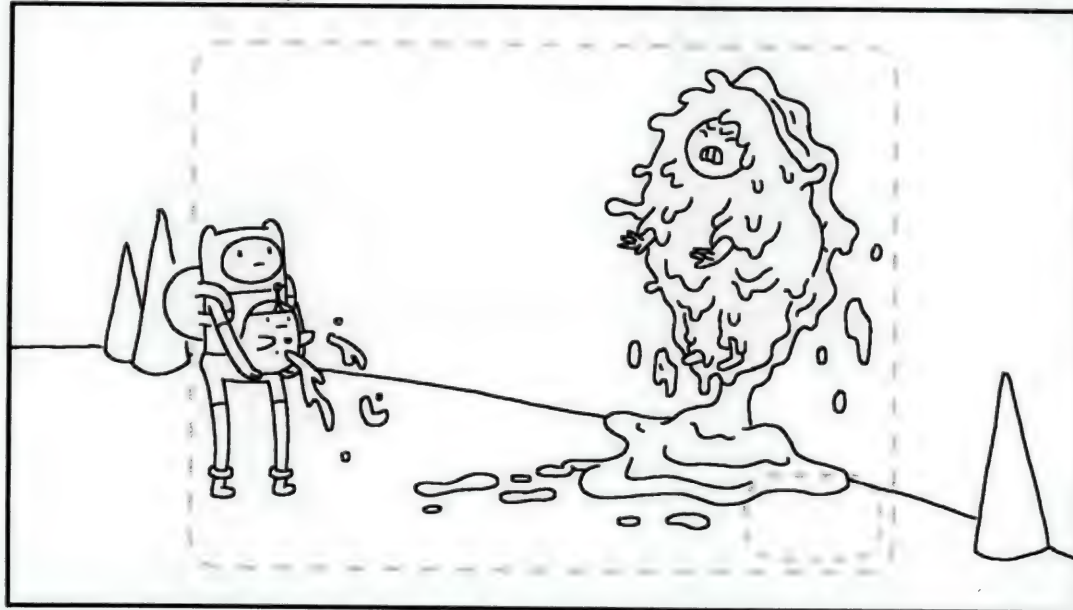


Page 287

Sc. 148 *cont* Pnl. C

Bg.

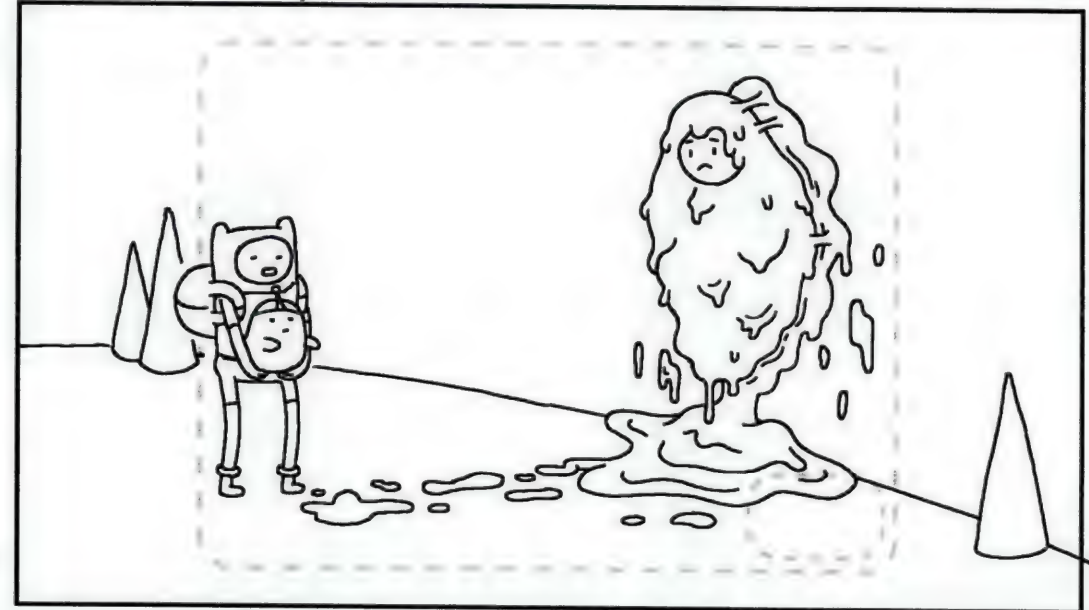
day night



Sc. 148 *cont* Pnl. D

Bg.

day night



Dialog:

F: GOOD JOB, SP.

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242

ADVENTURE TIME



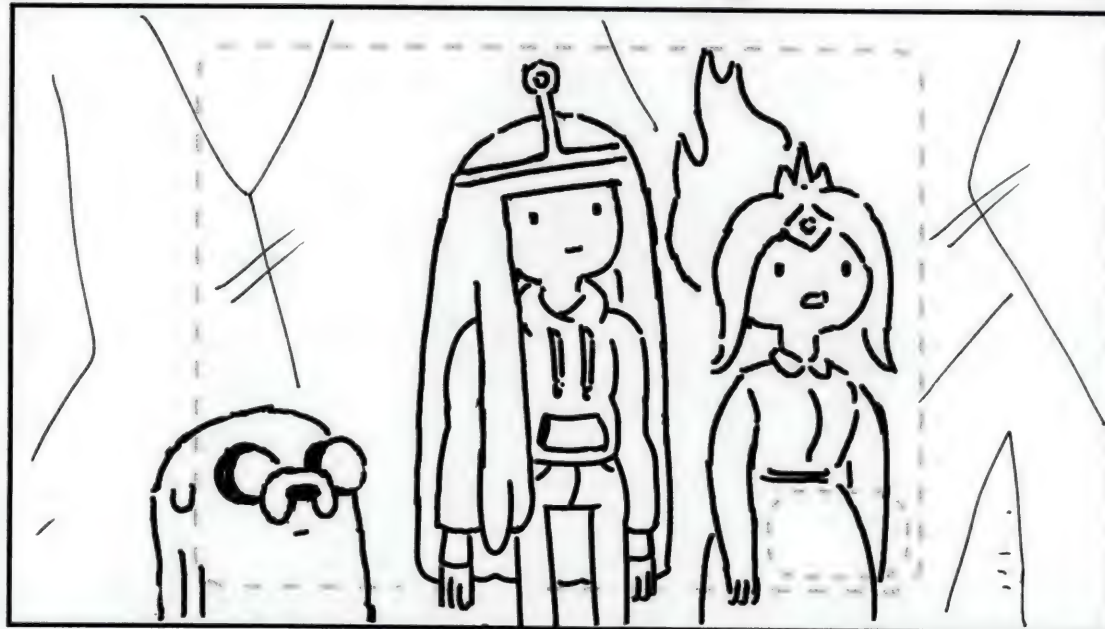
Page 208

Sc. 149

Pnl. A

Bg.

day night

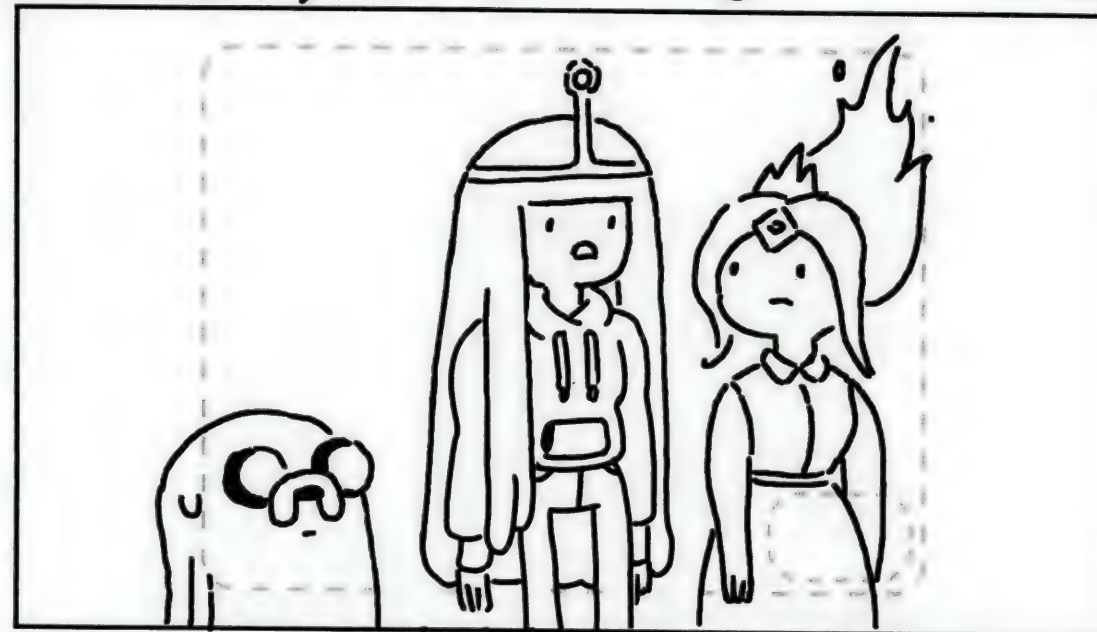


Sc. 149 cont

Pnl. B

Bg.

day night



Dialog:

FP: WOOF

PB: Let's get out of here...

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

1034/242

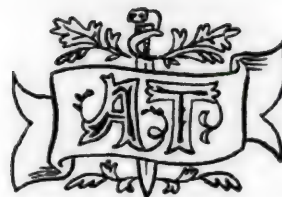
Production:

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ADVENTURE TIME

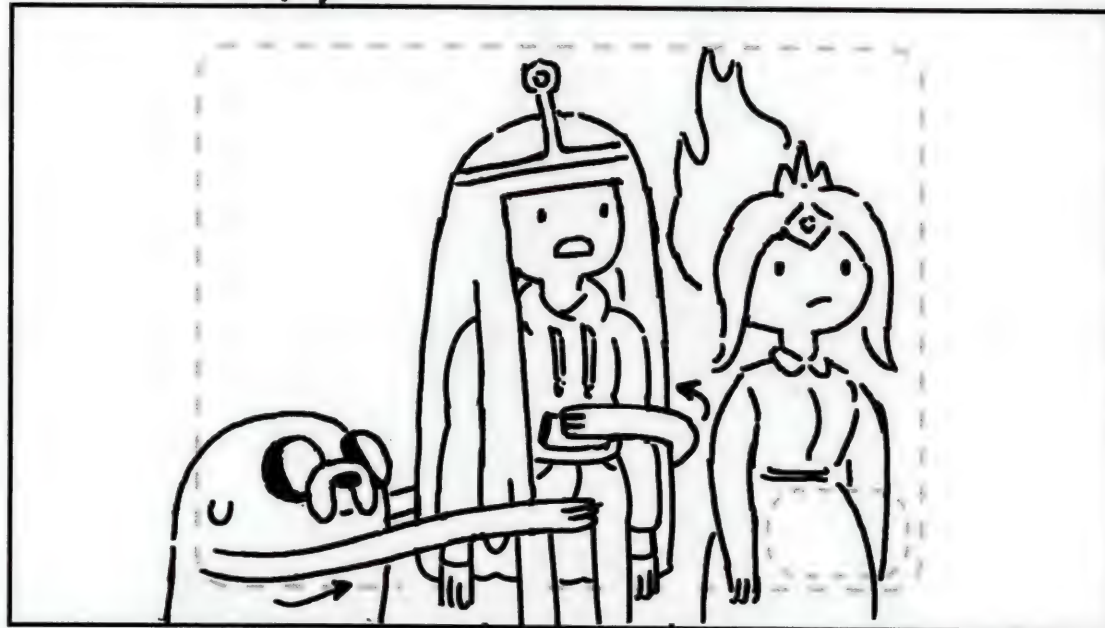


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day night

Sc. 149 CONT Pnl. C

Bg.

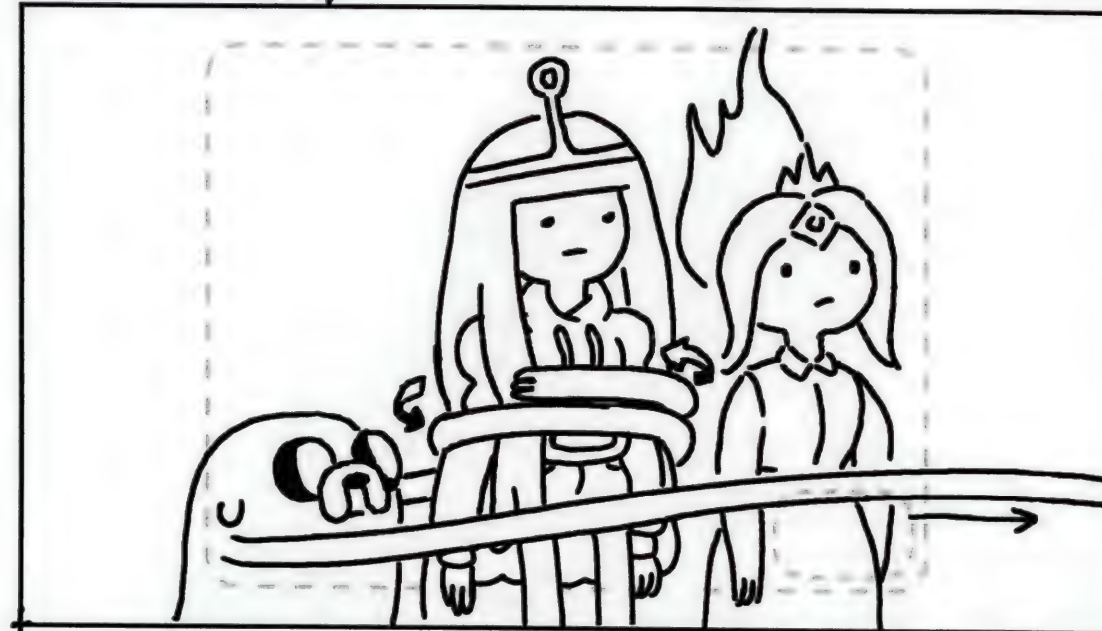
day night



Sc. 149 CONT Pnl. D

Bg.

day night



Dialog:

PB: She's not going to...

PB

Any where for a
while

Action:

(Jake stretches)

Timing:

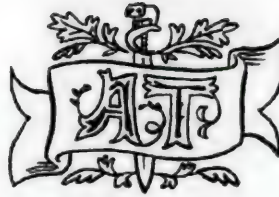
DEC 02 2015

EPISODE # 1034-242
1034/242

Production:

1034/242

ADVENTURE TIME



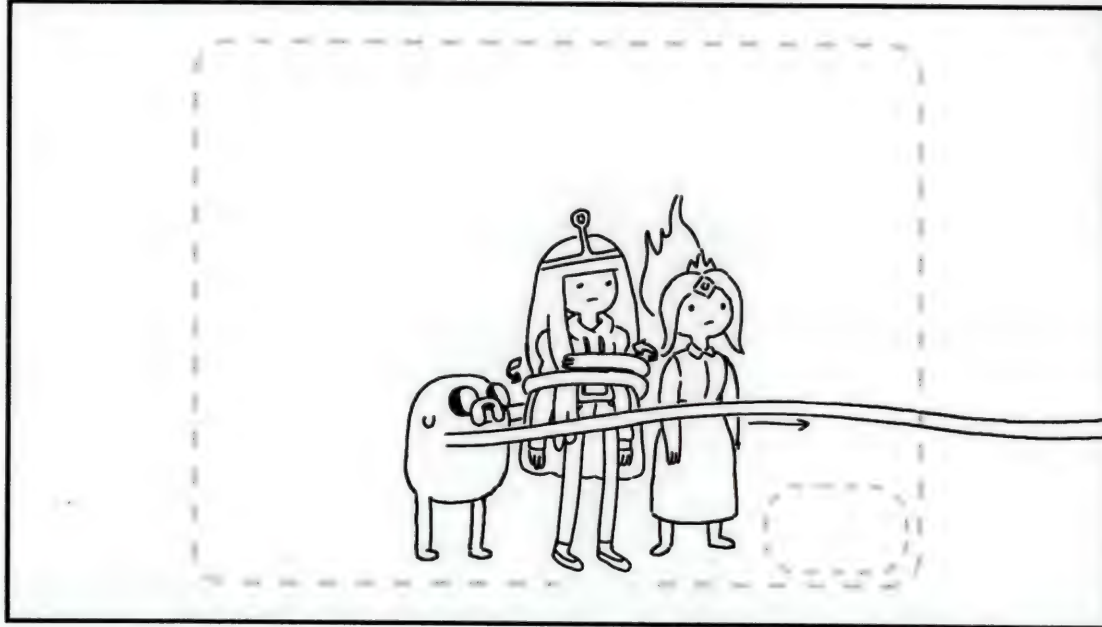
Page **290**

Sc. **150**

Pnl. **A**

Bg.

day night

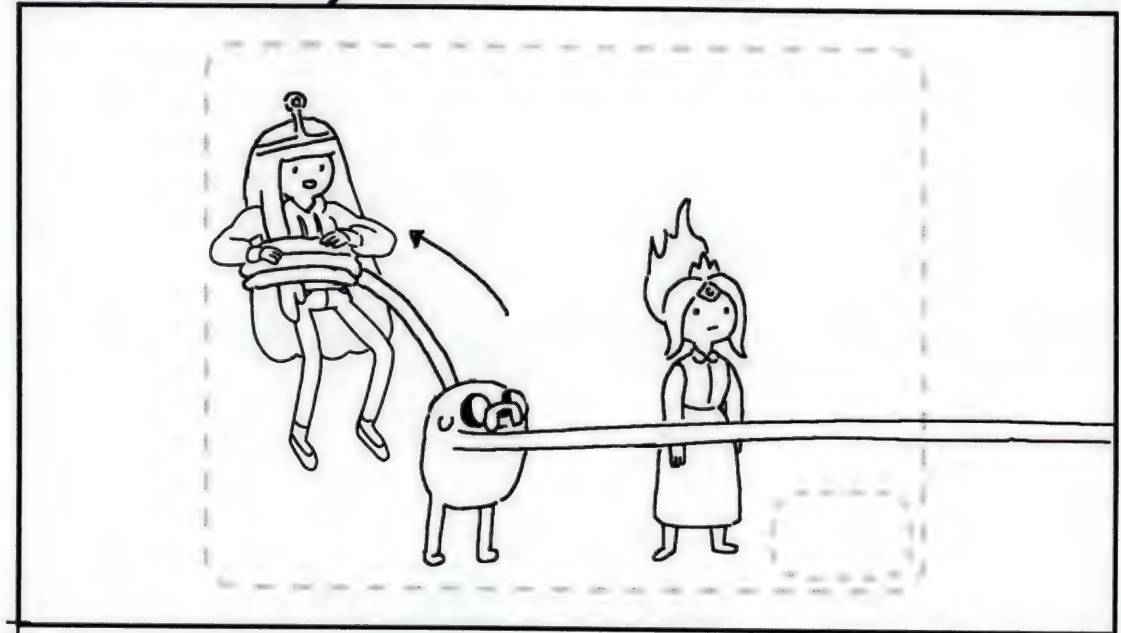


Sc. **150 CONT**

Pnl. **B**

Bg.

day night



Dialog:

Action:

Timing:

DEC 02 2015

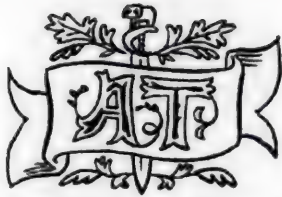
EPISODE # **1034-242**
1034/242

Production:

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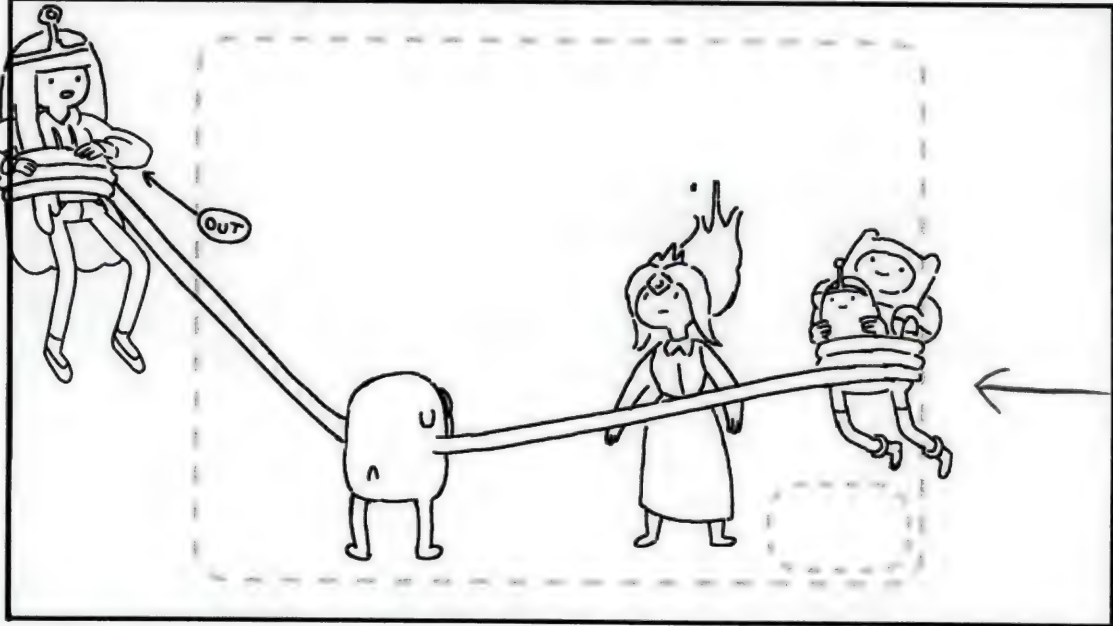
ADVENTURE TIME



Sc. 150 *cont* Pnl. C

Bg.

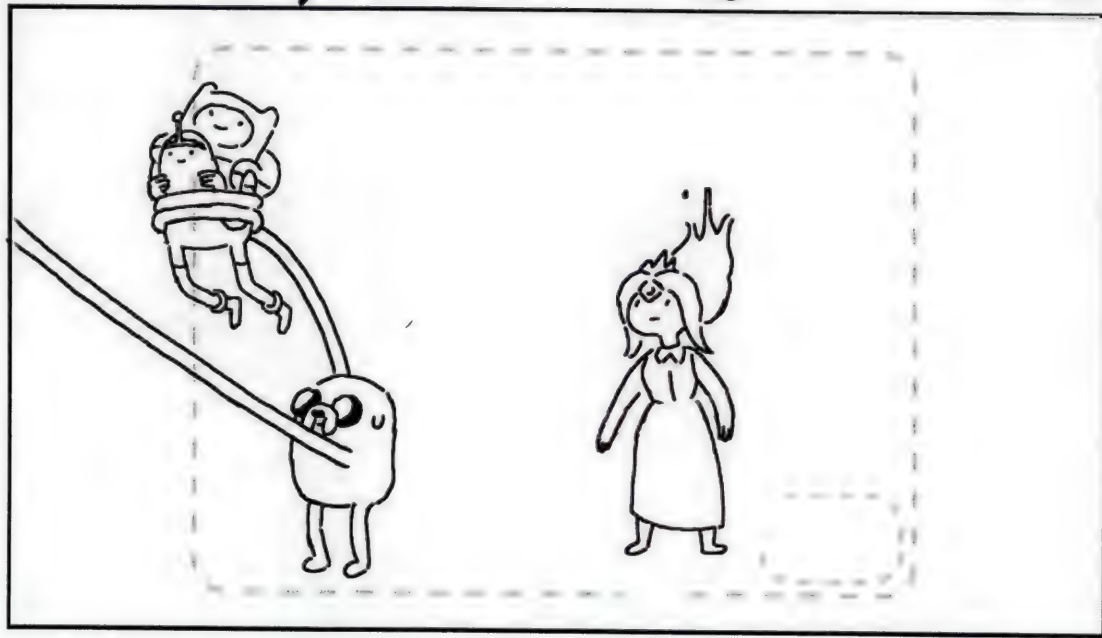
day night



Sc. 150 *cont* Pnl. D

Bg.

day night

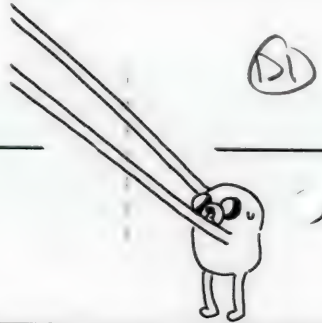


Dialog:

Action:

- J. PULLS F + SP ON/S.

Timing:



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Production:

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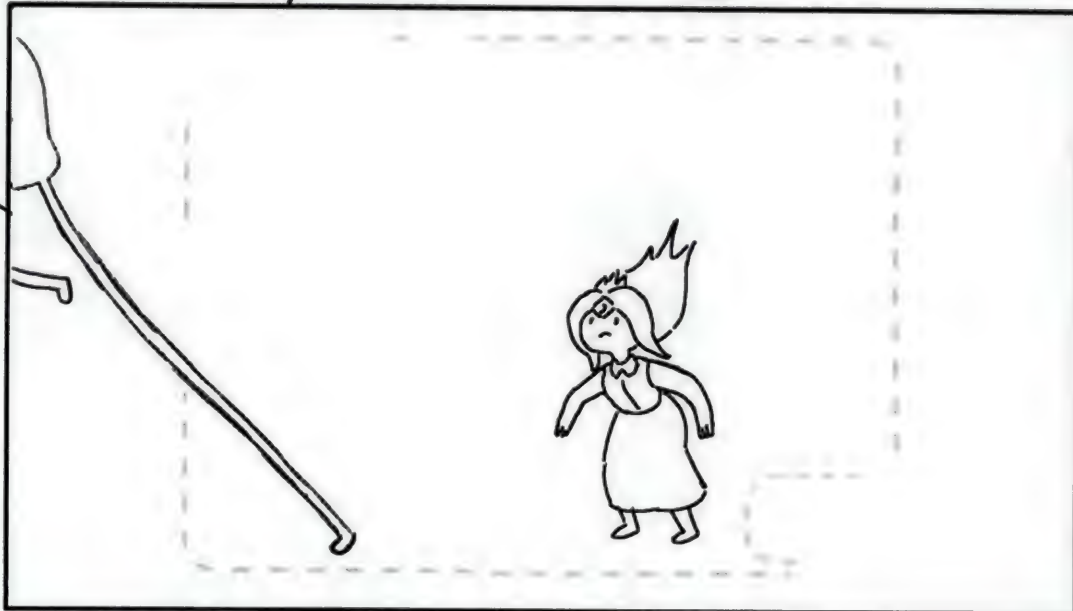
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ADVENTURE TIME



Sc. 150 *CONT* Pnl. E Bg.

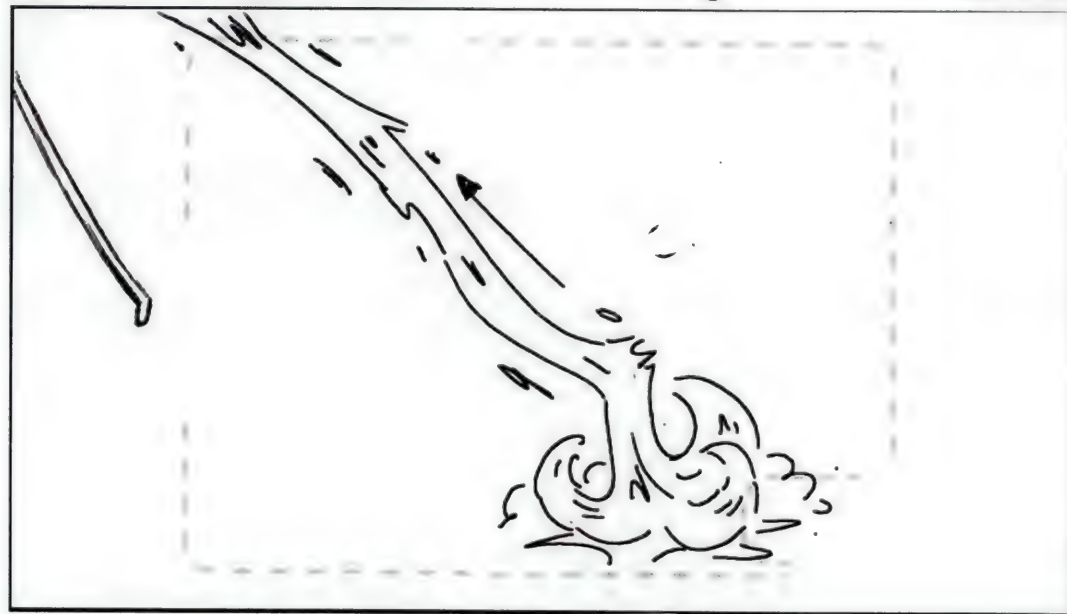
day night



Sc. 150 *CONT* Pnl. F Bg.

Page

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292A NEXT



Dialog:

Action:

- FP TURNS INTO
FIREBOLT AND ZOOMS OFF/S.

Timing:



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Production:

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.
					151	A	

Dialog:

Action:

Timing:

DEC 02 2015

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293 NEXT
day night

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Production:

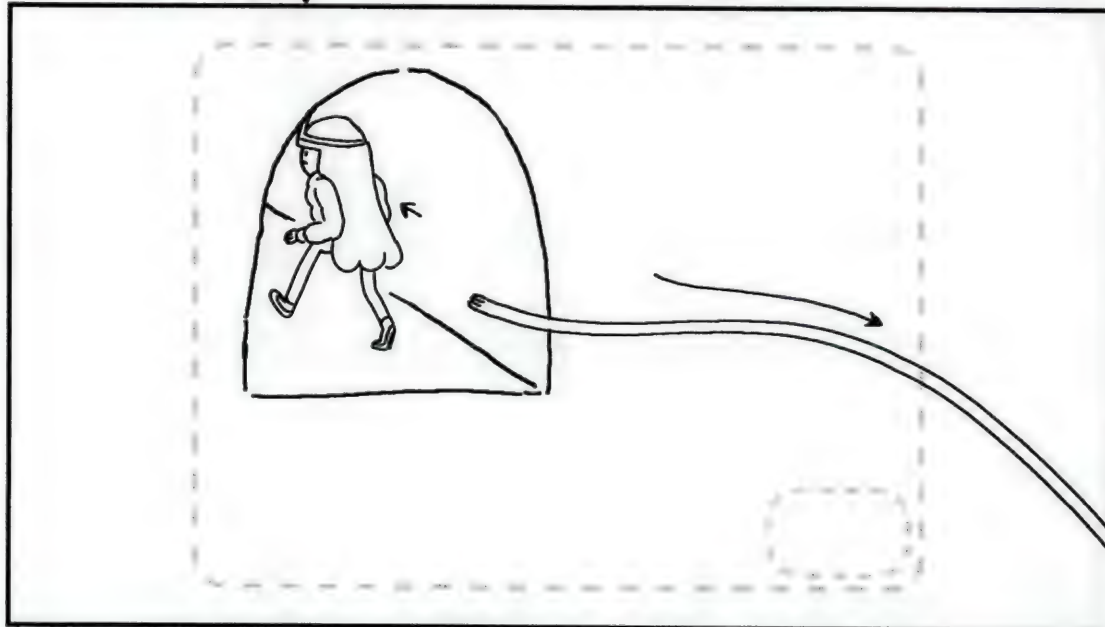
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ADVENTURE TIME

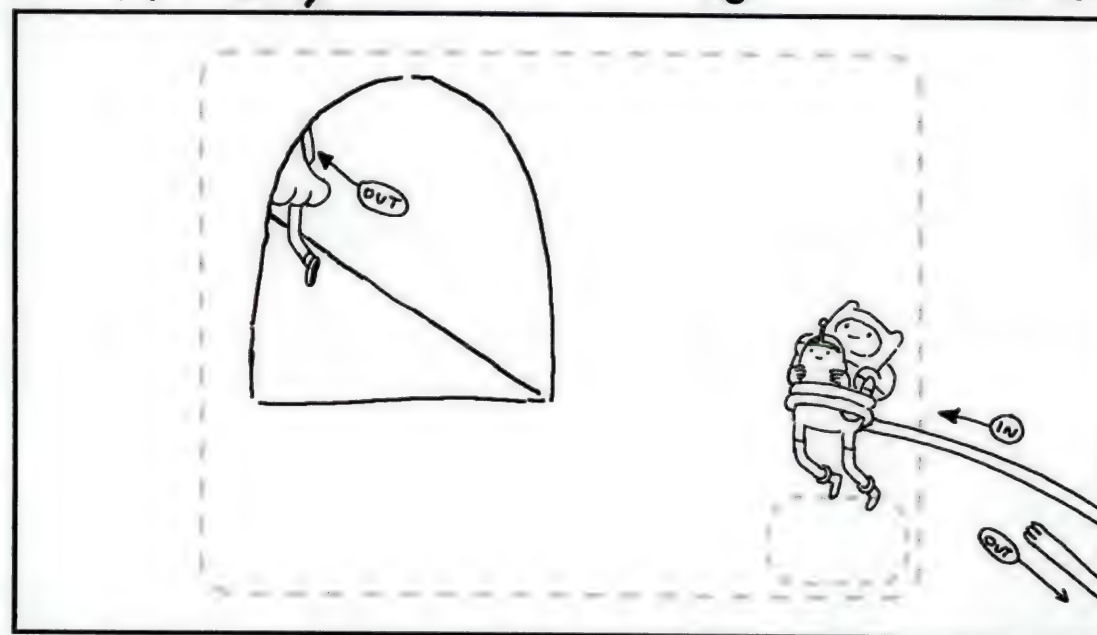


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Sc. 151 CONT Pnl. B Bg. day night



Sc. 151 CONT Pnl. C Bg. day night



Dialog:

Action:

Timing:

DEC 02 2015

Production:

EPISODE #
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ADVENTURE TIME

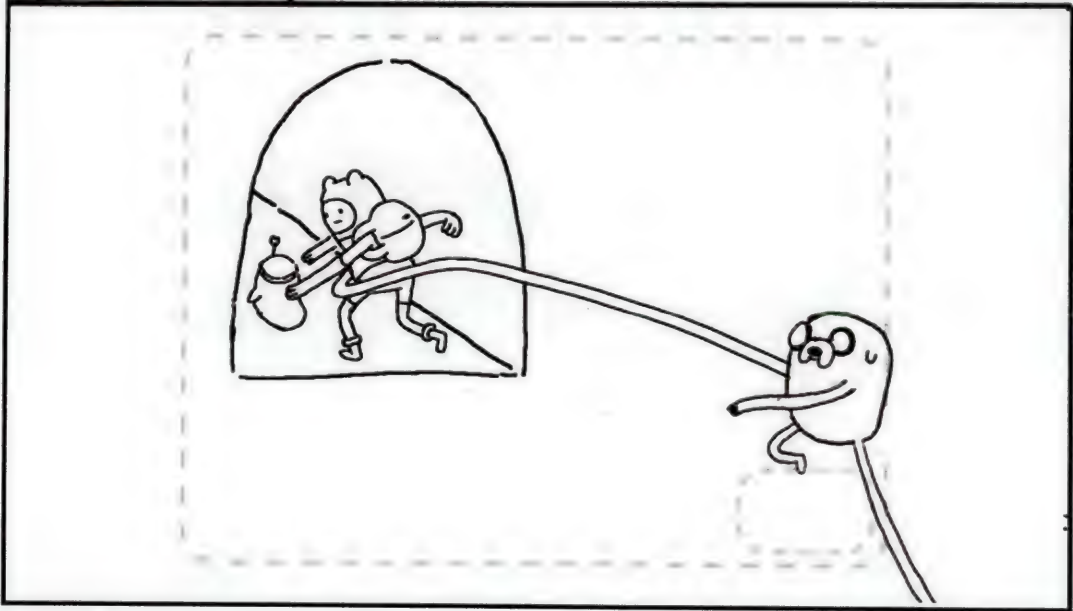


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Sc. 151 cont Pnl. D

Bg.

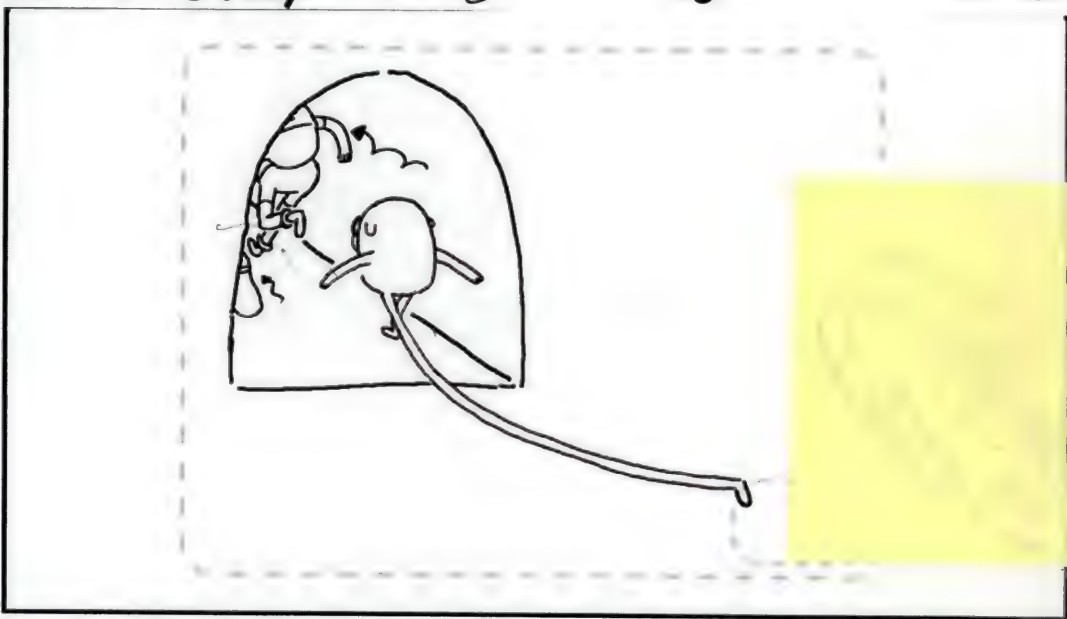
day night



Sc. 151 cont Pnl. E

Bg.

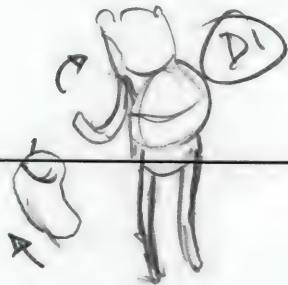
day night



Dialog:

Action:

Timing:



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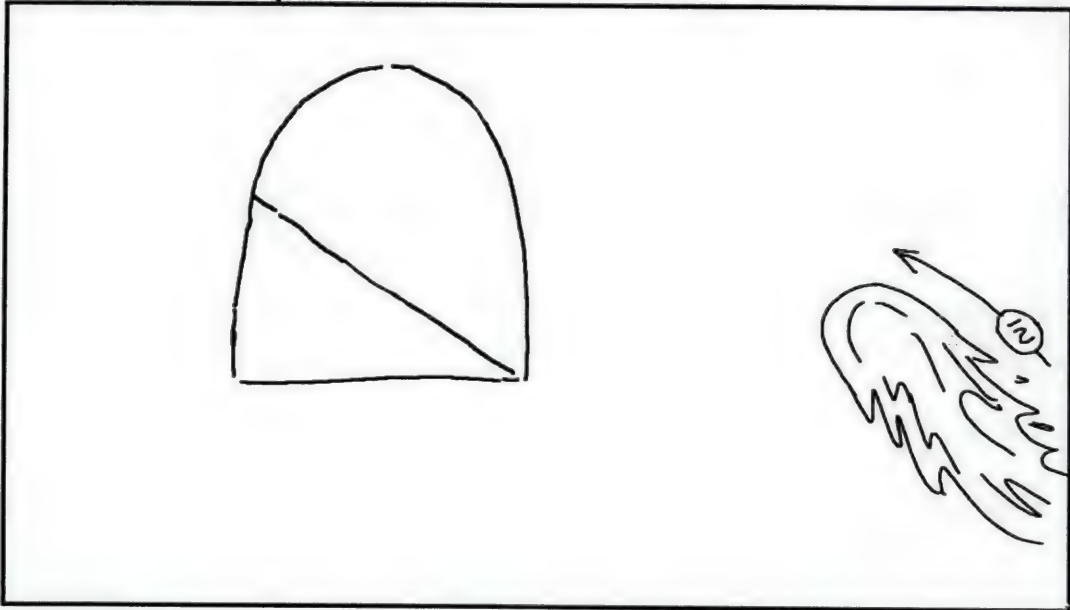
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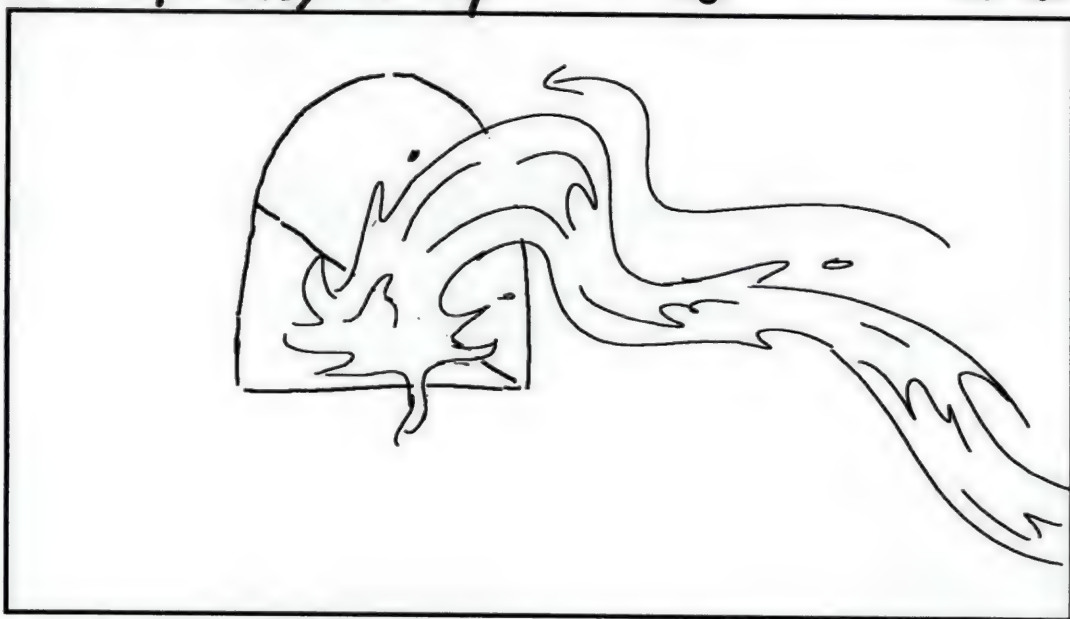
ADVENTURE TIME



Sc. 151 *cont* Pnl. F Bg. day night



Sc. 151 *cont* Pnl. G Bg. day night



Dialog:
Action:
Timing:

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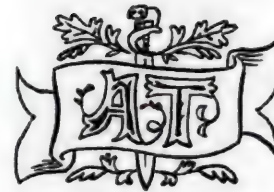
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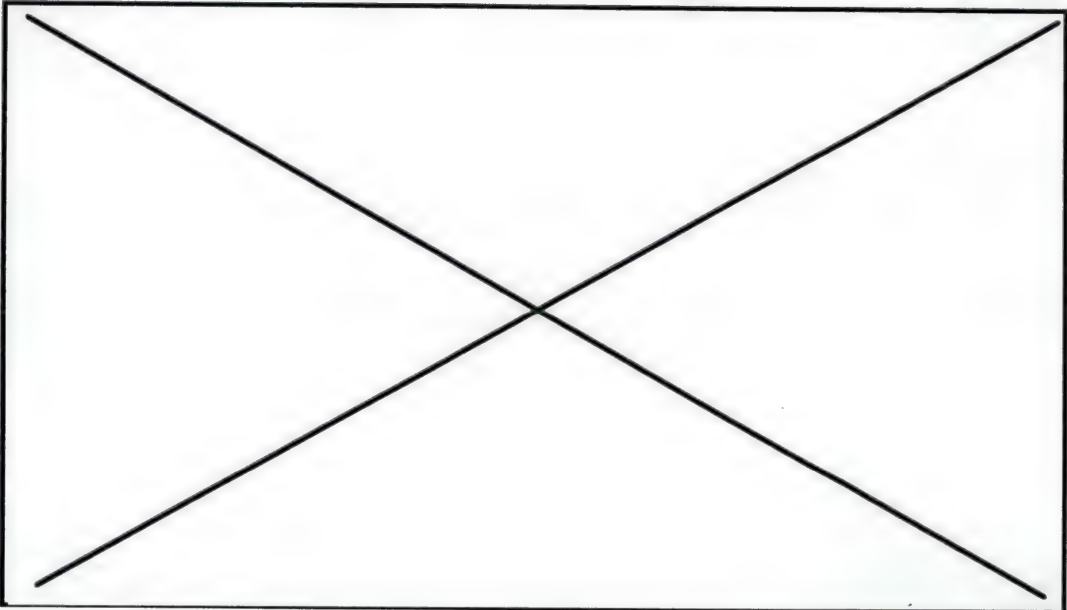
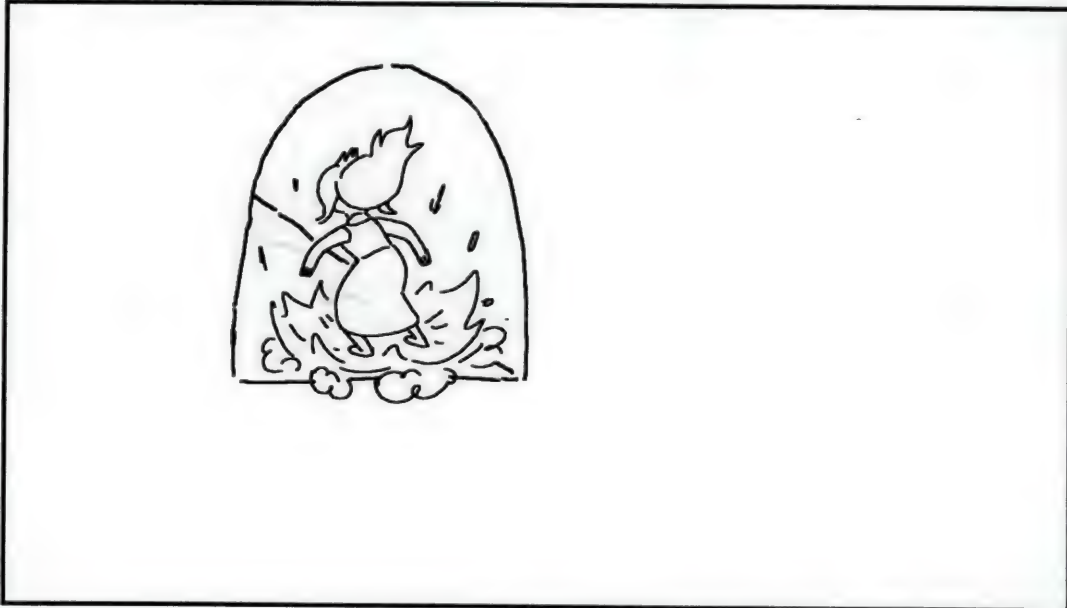
Production:

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ADVENTURE TIME



Sc. 151 cont Pnl. H Bg. day night Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

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Production:

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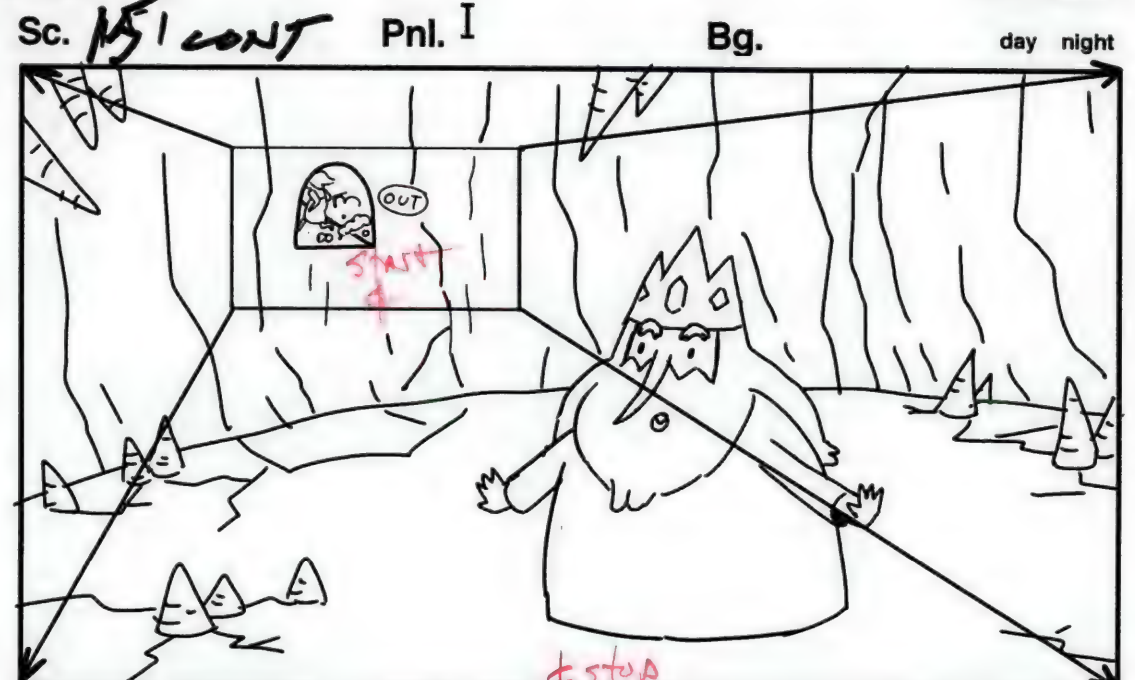
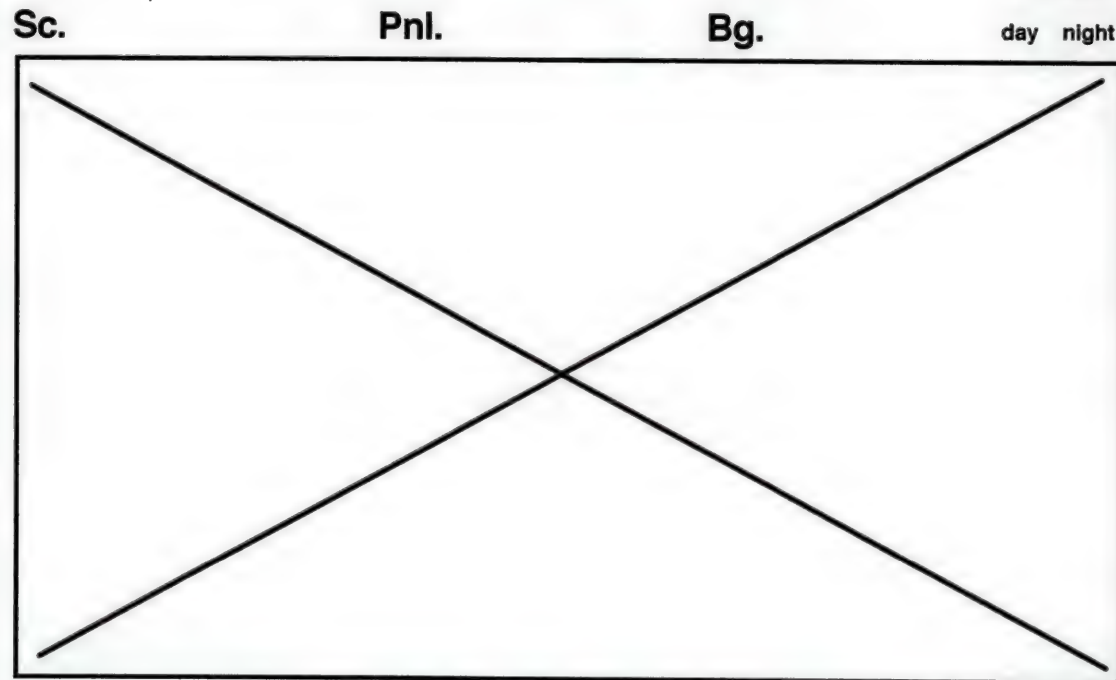
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ADVENTURE TIME



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Dialog:

Action:

Timing:

-TRUCK OUT TO INCLUDE IK.

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Production:

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ADVENTURE TIME

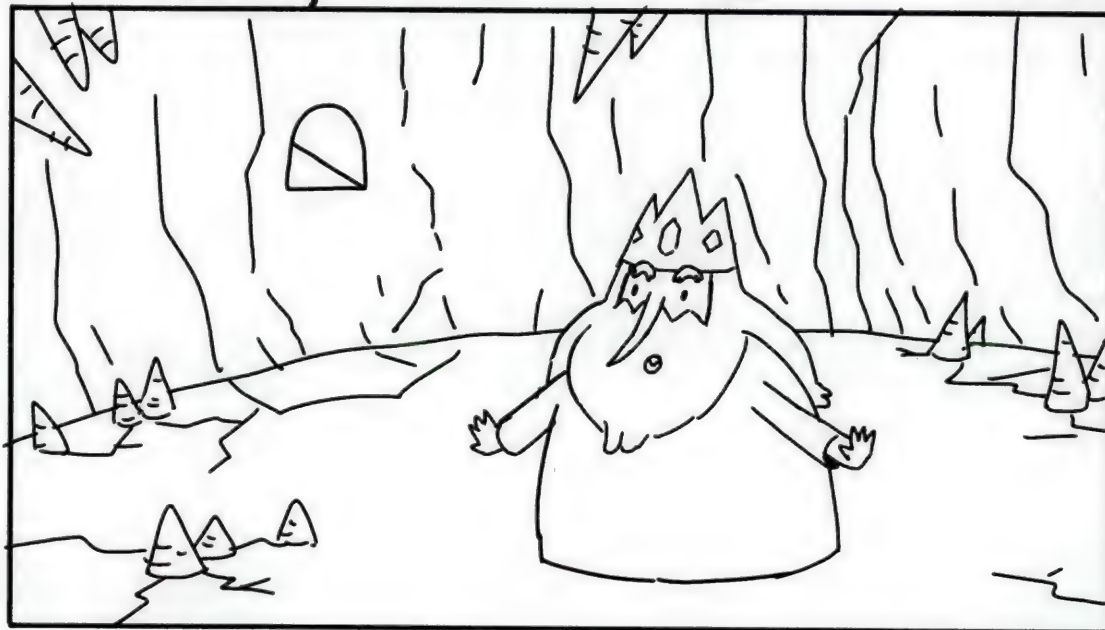


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Sc. 151 *cont* Pnl. J.

Bg.

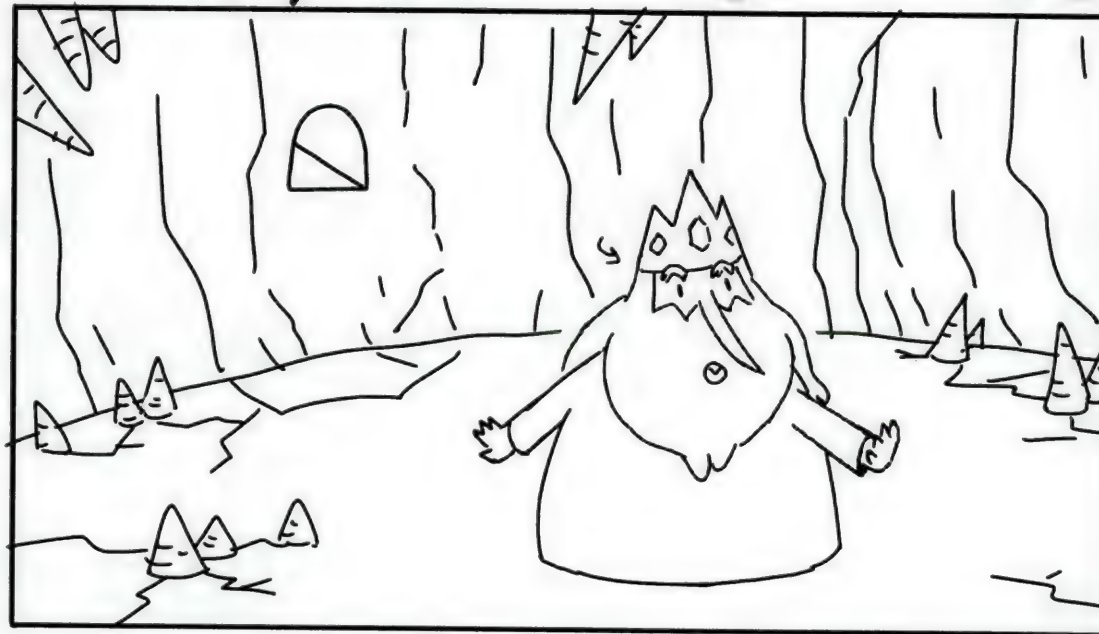
day night



Sc. 151 *cont* Pnl. K.

Bg.

day night



Dialog:



Action:

- IK LOOKS BACK AND FORTH, X 8

DEC 02 2015

Timing:

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Production:

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ADVENTURE TIME



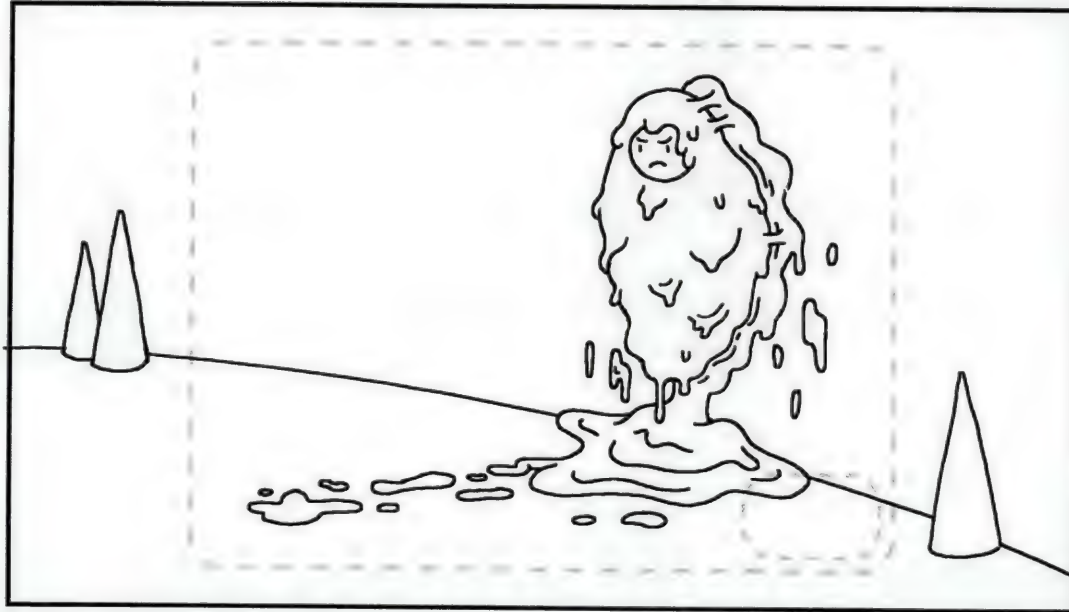
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Sc. 152

Pnl. A

Bg.

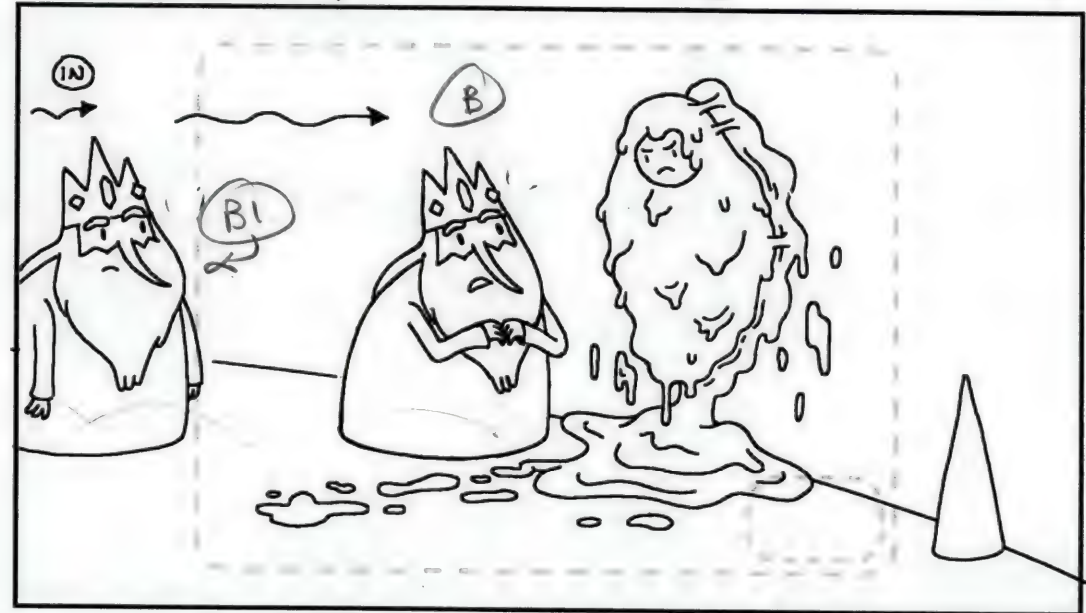
day night



Sc. 152 *cont* Pnl. B

Bg.

day night



Dialog:

IK: Hey I've been there,
sister.

Action:

- IK WALKS UP TO PATIENCE.

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Timing:

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Production:

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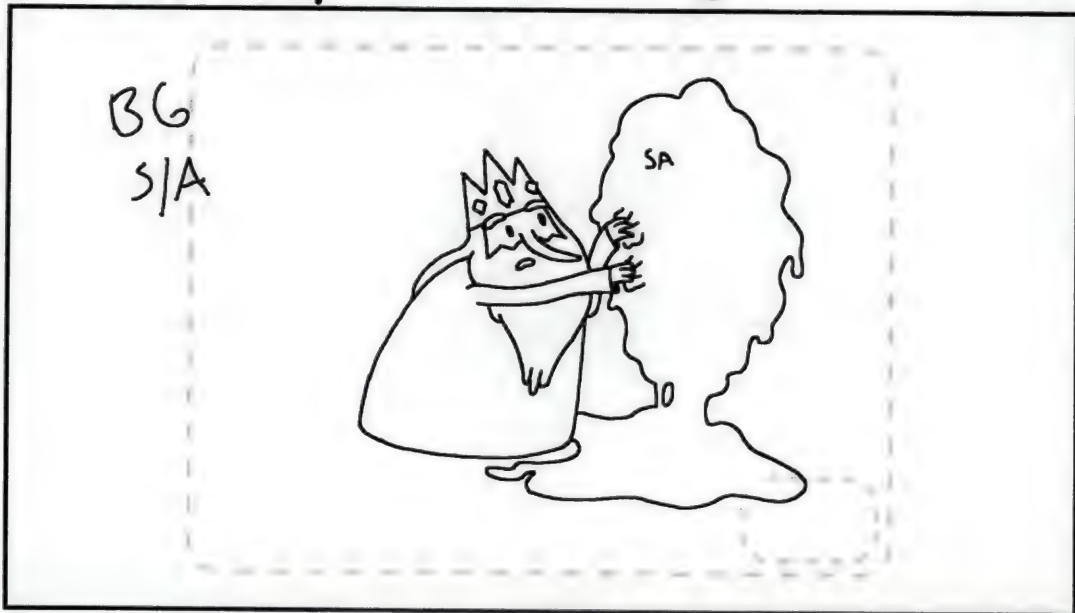
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ADVENTURE TIME



Sc. 152 cont Pnl. C Bg. day night



Sc. 153 Pnl. A Bg. day night



Dialog:

Action:

Timing:



IK: THESE PRINCESSES,
WHATTA GONNA DO?

-IK SHRUGS

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Production:

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ADVENTURE TIME



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Sc. 153 CONT Pnl. B

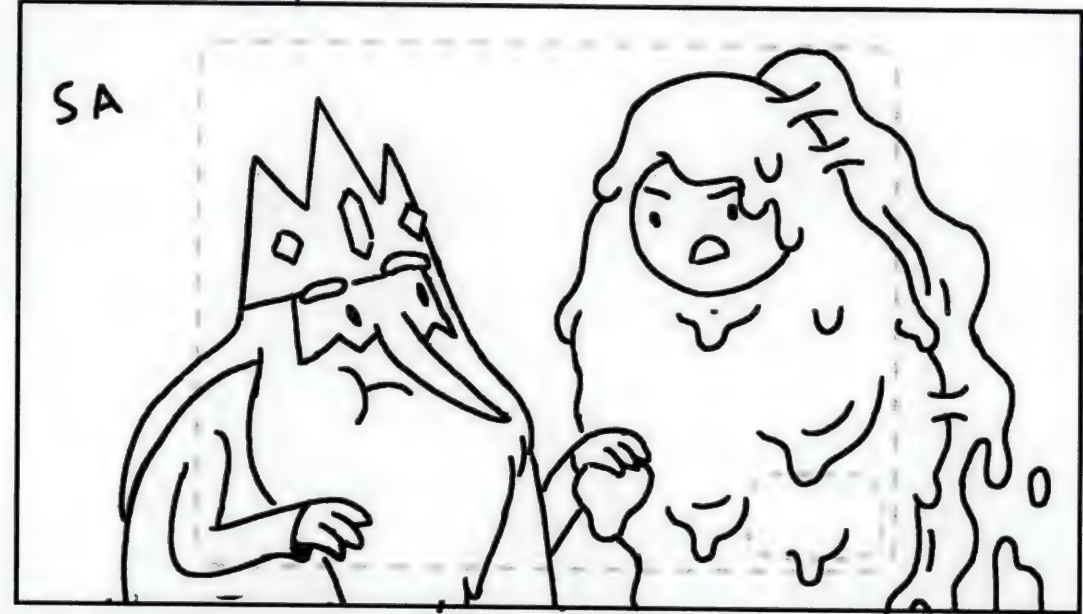
Bg.

day night

Sc. 153 CONT Pnl. C

Bg.

day night



Dialog:

Action:

- 1/2 SCOOPS
SLIME INTO
MOUTH.

Timing:



P: What are you doing.

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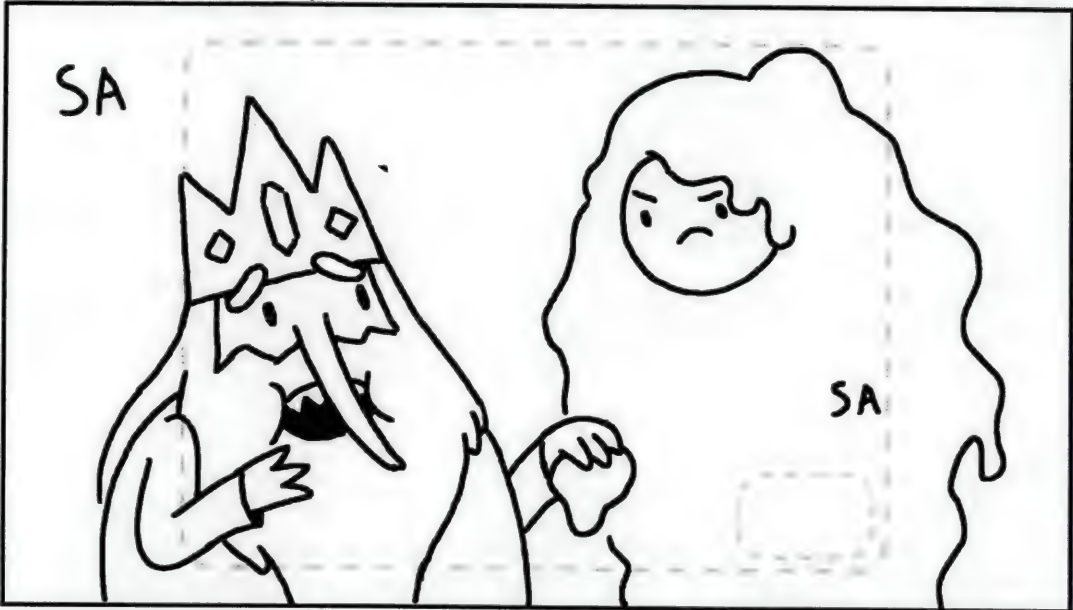
ADVENTURE TIME



Sc. 153 cont Pnl. D

Bg.

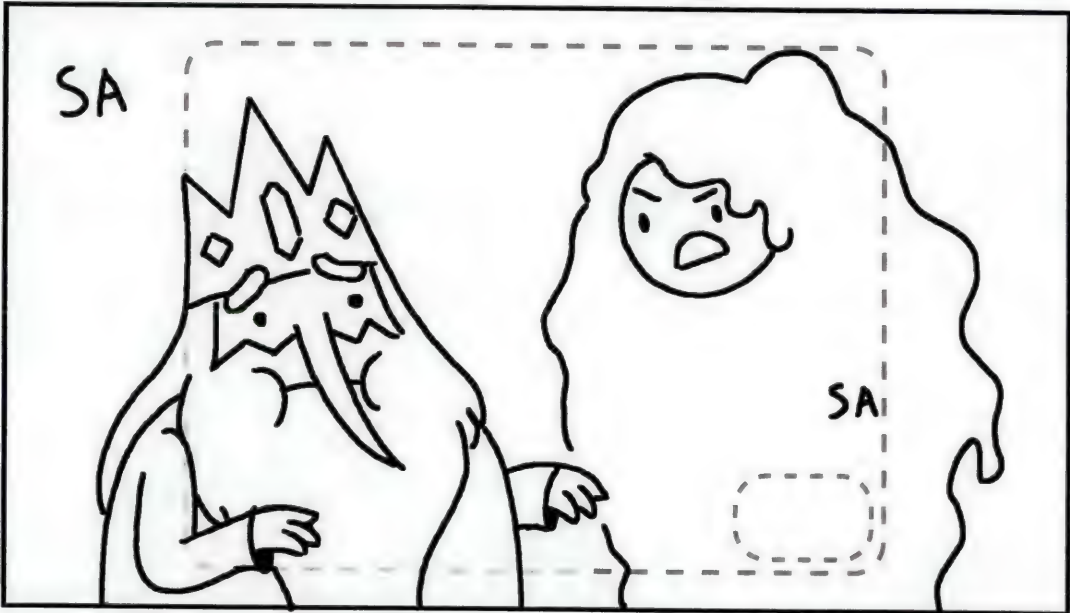
day night



Sc. 153 cont Pnl. E

Bg.

day night



Dialog:

IK: Helping?

Action:

Timing:



P: Just Scrape it onto
the ground!

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Production:

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ADVENTURE TIME



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Sc. **153 cont** Pnl. **F**

Bg.

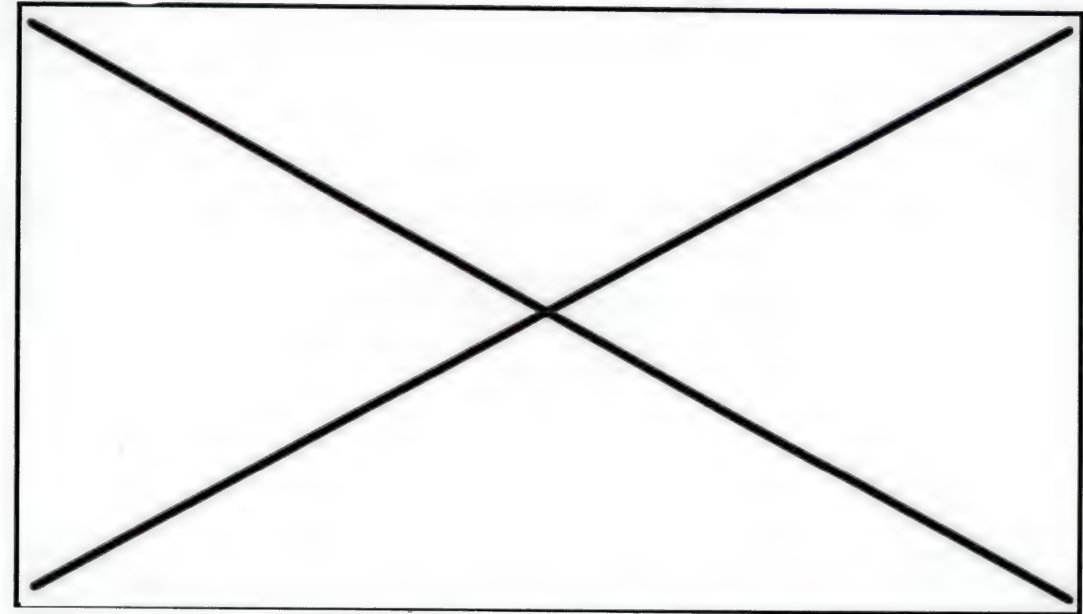
day night

Sc.

Pnl.

Bg.

day night



Dialog:

IK: OH. SORRY!

Action:

Timing:

CYCLE

(F) (F)



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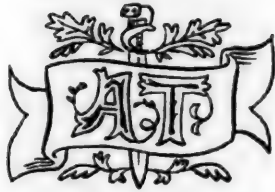
Production:

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ADVENTURE TIME



Sc. 154

Pnl. A

Bg.

day night



Sc. 154 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

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Production:

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ADVENTURE TIME



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Sc. 154 CONF Pnl. C

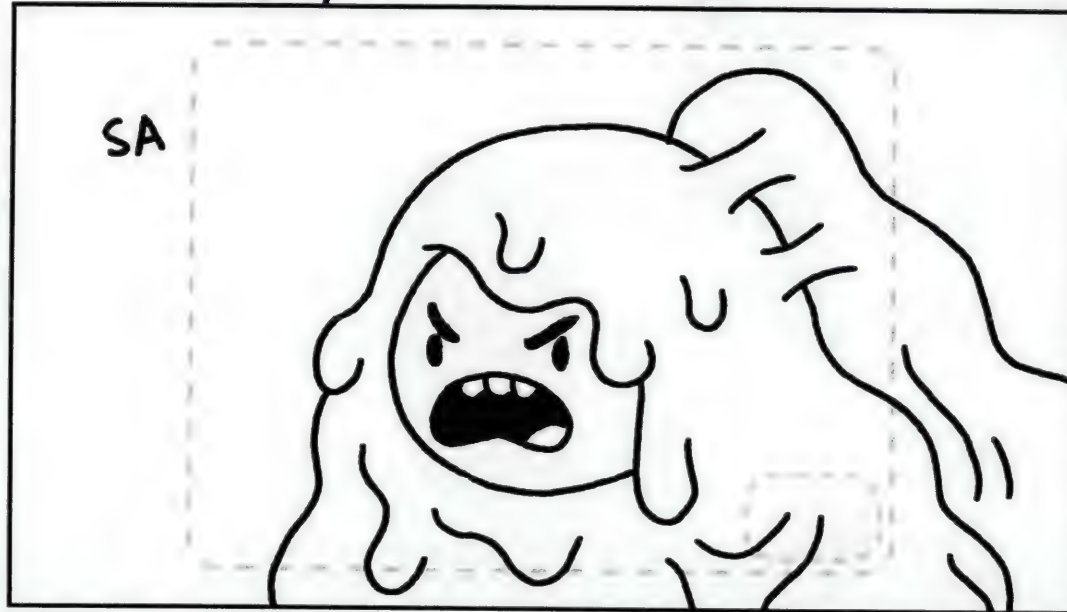
Bg.

day night

Sc. 154 CONF Pnl. D

Bg.

day night



Dialog:

P: I Freeze myself for
the future, out of the
GOODNESS of my heart...

P: and they like, Shoot slime
at me?

Action:

DEC 02 2015

Timing:

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Production:

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ADVENTURE TIME



Page **306**

Sc. **154 cont** Pnl. **E**

Bg.

day night



Sc. **154 cont** Pnl. **F**

Bg.

day night



Dialog:

P: WHATEVER. I DON'T
NEED THEIR APPROVAL -

Action:

Timing:

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Production:

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1034/242

ADVENTURE TIME

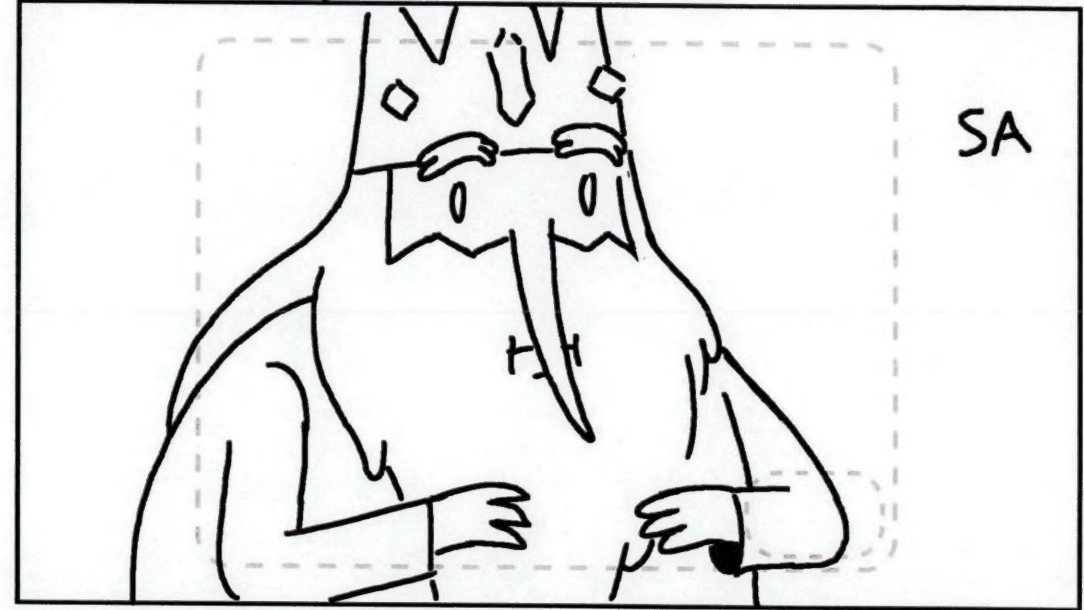


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Sc. 155 Pnl. A Bg. day night



Sc. 155 cont Pnl. B Bg. day night



Dialog:

P: ^(o/s) ... JUST THEIR POWERS ... P: ^(o/s) GONNA START SOME CRAZY BIZ, MAN ...

Action:

Timing:

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Production:

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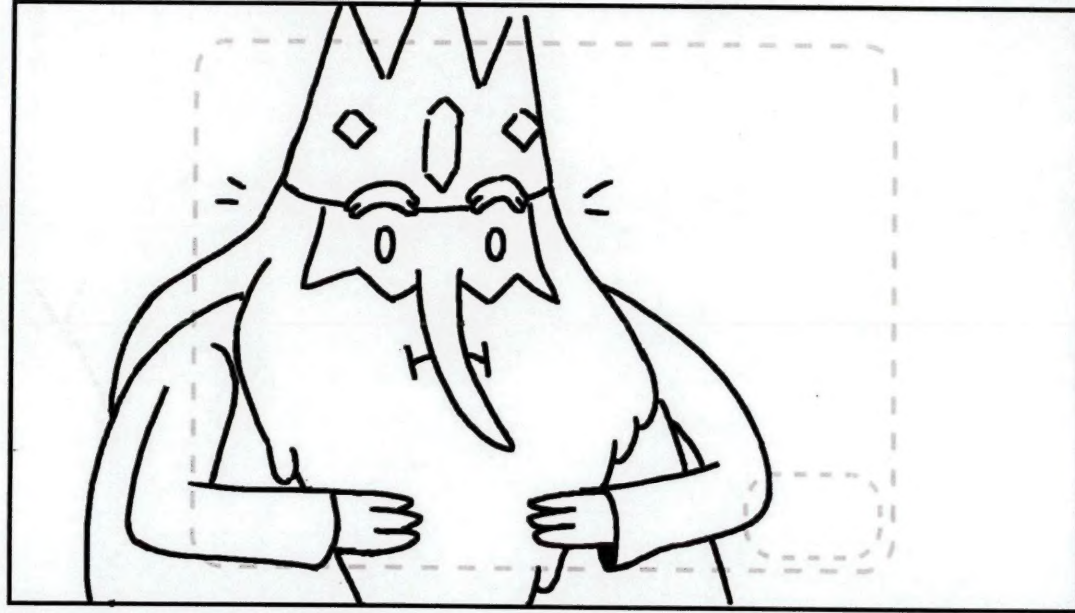
1034/242

ADVENTURE TIME

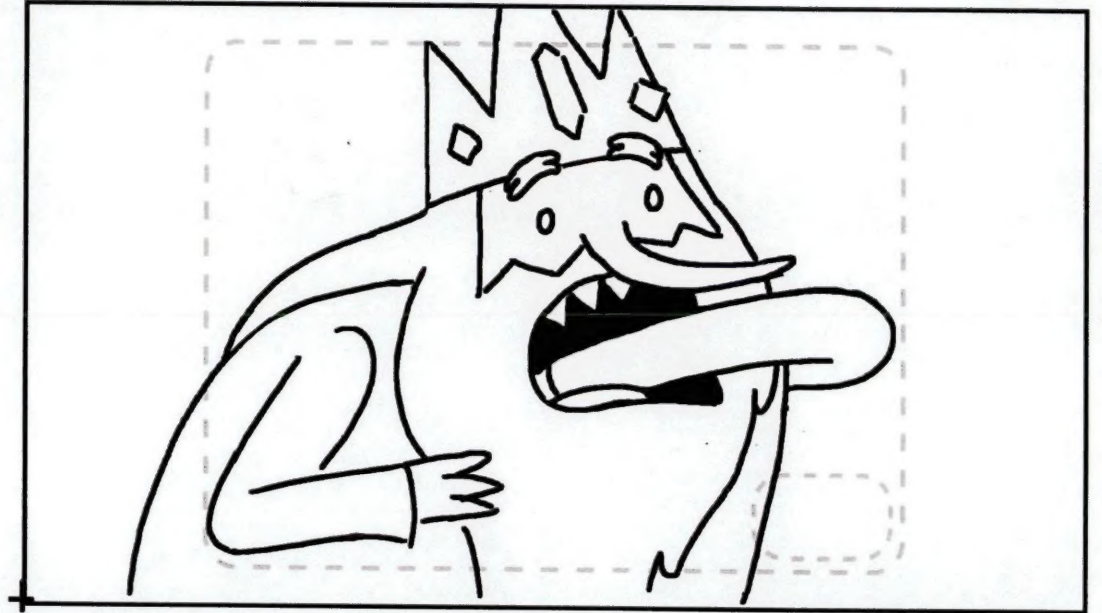


Page **308**

Sc. **155 cont** Pnl. **C** Bg. day night



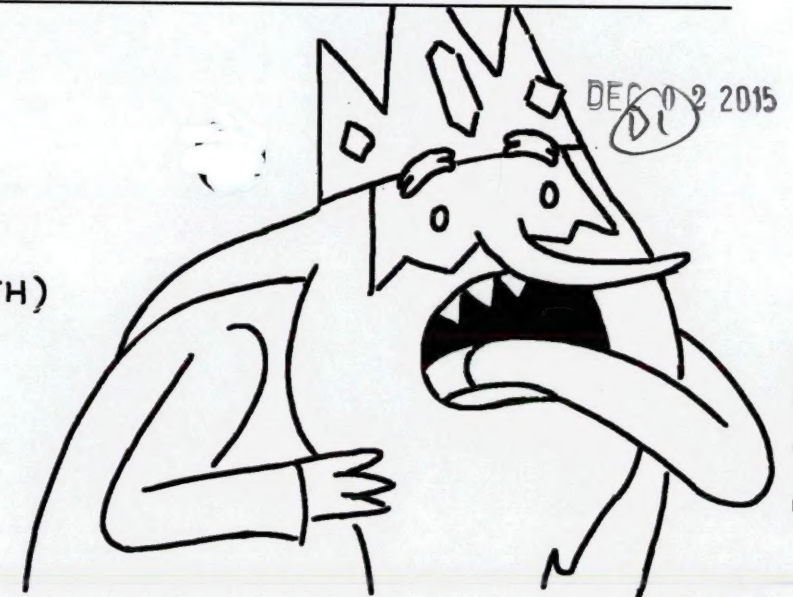
Sc. **155 cont** Pnl. **D** Bg. day night



Dialog:
 (P) (9/5) JUST WATCH ...

Action:
 (I.K. REACHES IN HIS MOUTH)

Timing:
 CYCLE 10/11



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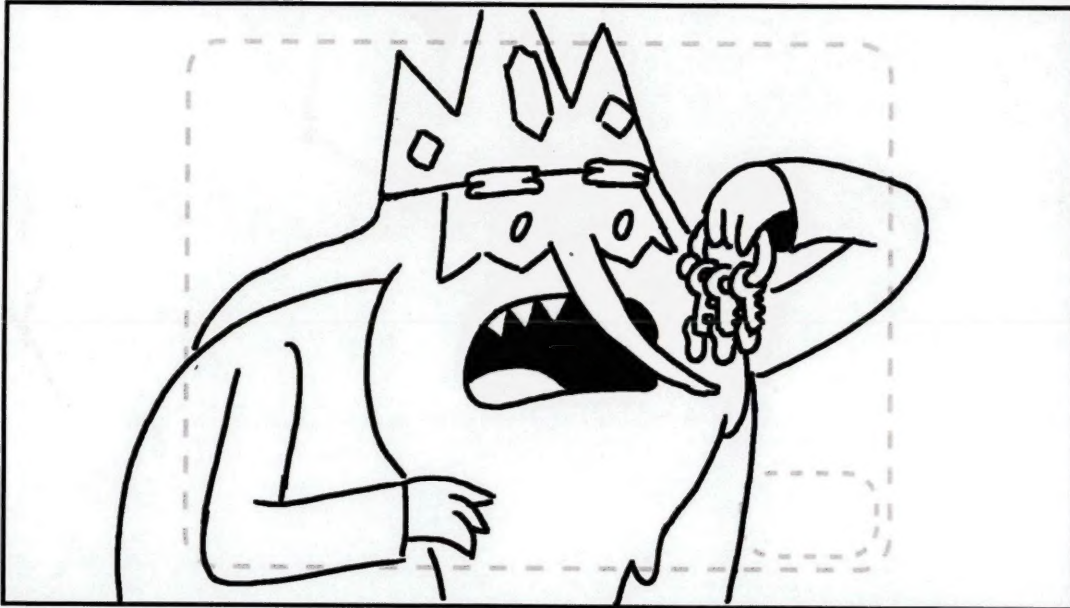
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ADVENTURE TIME



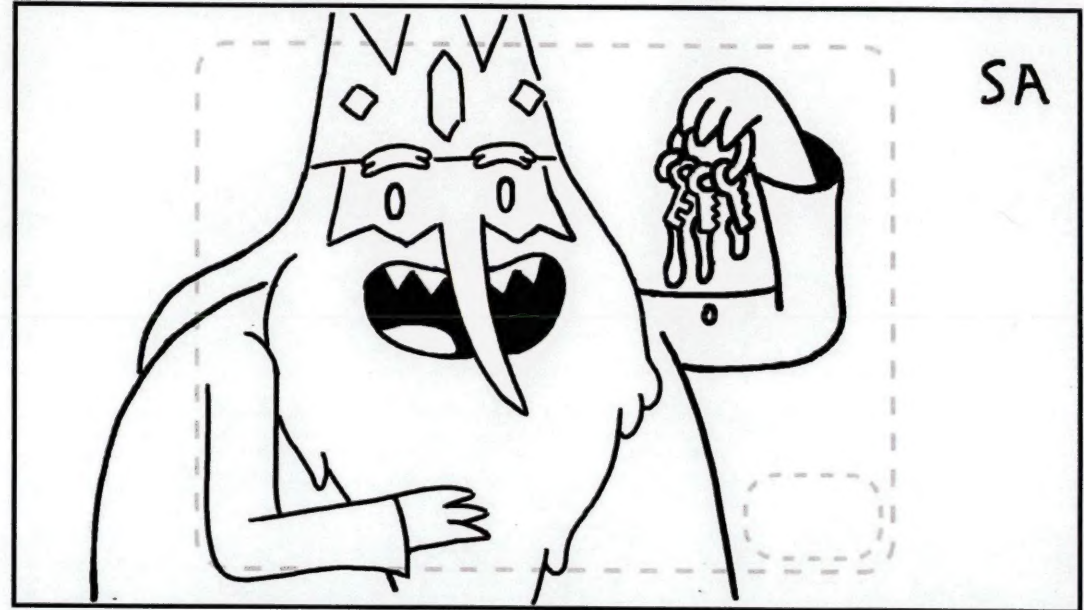
Sc. 155 *cont* Pnl. E Bg.

day night



Sc. 155 *cont* Pnl. F Bg.

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day night



Dialog:

IK: MY KEYS!

Action:

Timing:

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Production:

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